Star Trek: The Role Playing Game™
Jack Photon's 4.0th Fantaversary Revision

Supplement 11: Combat Grids rev. 4
Matched pairs of two, numbered 11" x 17" Hex Sheets
Combat Grids, Counters, Deckplans, Bridge Player Panels,
Sihp Silhouettes and Timelines, 17" x 22" Triangle Map

21st Century
HOUSE RULES
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore..."

FASA-RPG Jack Photon's 4.0th Fantaversary Revision HOUSE RULES
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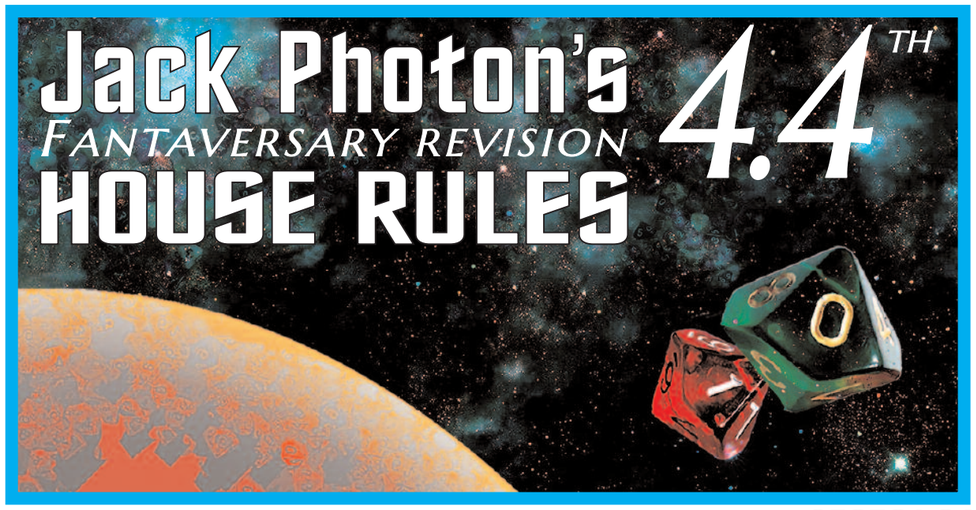
STAR TREK 4.0TH
1983 - 2023
For Use with FASA Game System

A GAME FOR ROLEPLAYING
ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



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Supplement 11.4
COMBAT GRIDS

**Matched pairs of numbered 11" x 17" Hex Sheets &
Personal Combat Grids with Counters for all.**

Revision 4: Ship Recogntion silhouettes, markers & timelines +
15mm 1701 + D-7 + Regula 1 Deckplans

Jack Photon's
4.0TH FANTAVERSARY REVISION
STAR TREK 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

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rev.1: 17” x 22” Triangle Map
rev.2: 17” x 22” Bridge Control Panels
rev.3: Square Skirmish Grid gets coordinates
rev.4: Ship silhouettes, additional markers,
15mm 1701 + D-7 + Regula 1 Deckplans

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First, cut the planets free. Then cut these rows, then the columns Finally, trim the remaining debris off of each piece.

Jack Photon's 40th Fanfaversary Revision HOUSE RULES

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First, cut the planets free. Then cut these rows, then the columns Finally, trim the remaining debris off of each piece.

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Jack Photon's
House Rule
Anniversary Revision
Jack Photon's 25th Anniversary Revision
Jack Photon's 25th Anniversary Revision
Jack Photon's 25th

Jack Photon's Science Fantasy Revision

HOUSE RULES

SASH-RPG

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S11 11"x17" Hex Paper Sheet 2/2

101.01.082

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PHSR-RVS
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S11 11x17 Hex Paper Sheet 1/2
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S11 11x17 Hex Paper Sheet 2/2

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FASA-RPG
Jack Photon's
30th Anniversary Revision
HOUSE RULES

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Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =

FASA RPG
Jack Photon's Fantasy Revision
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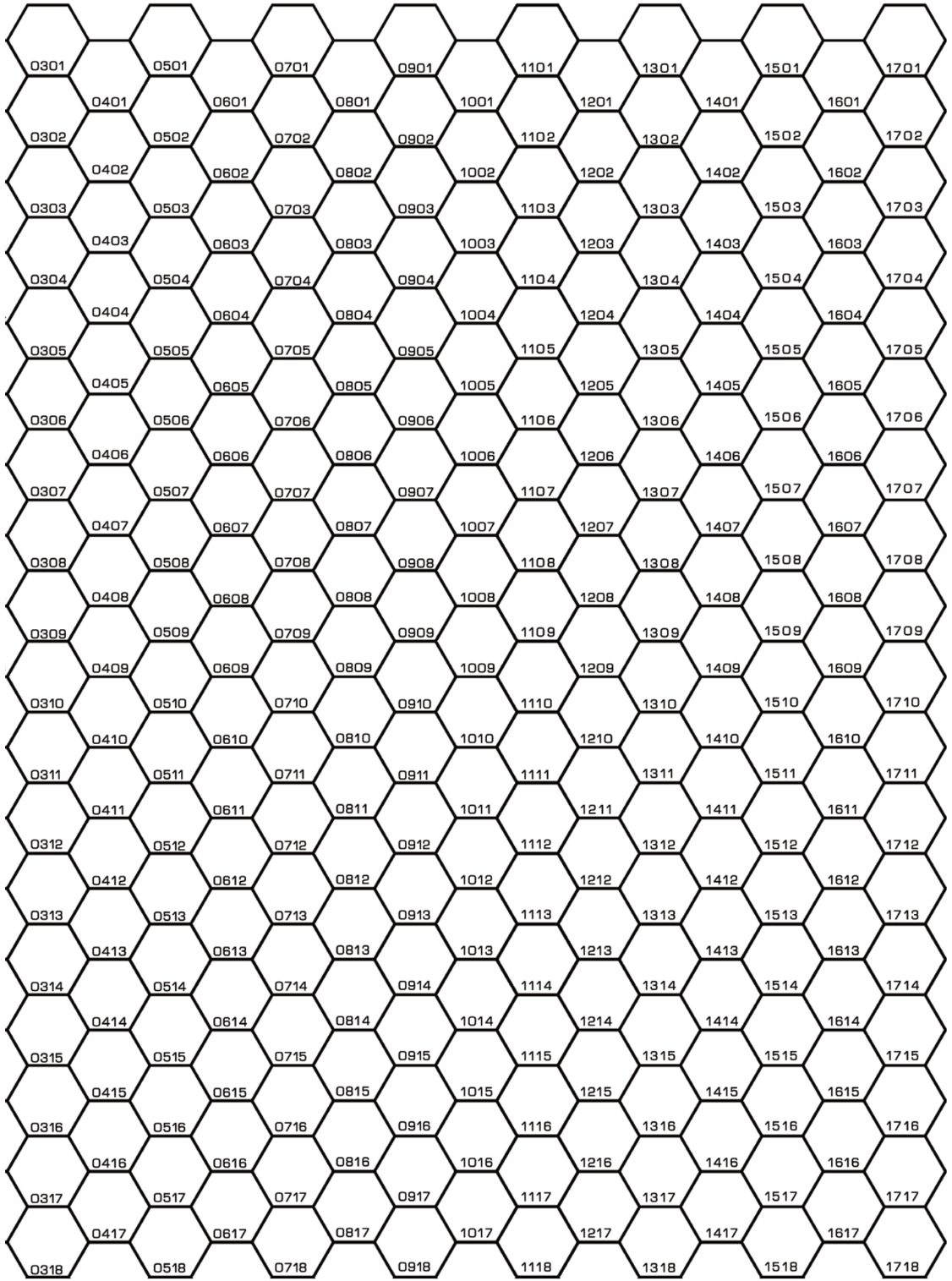
NEW SCALE: 1sq =

Default: 1sq = 5ft = ~1.5m = 1AP Movement

Quick Skirmish Grid



courtesy, Jack Photon-space

Quick Skirmish Grid

courtesy, Jack Photon-space

19													
18													
17													
16													
15													
14													
13													
12													
11													
10													
9													
8													
7													
6													
5													
4													
3													
2													
A1	B	C	D	E	F	G	H	J	K	L	M	N	P

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**

Standard Panel

COMMUNICATIONS

Casualties

Ship Type

Thousands	0	1	2	3	4	5	6	7	8	9
Hundreds	0	1	2	3	4	5	6	7	8	9
Tens	0	1	2	3	4	5	6	7	8	9
Ones	0	1	2	3	4	5	6	7	8	9

Die Roll Modifications

NO MOD.	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

SHIP COMBAT SAVING ROLL TABLE

CAPTAIN

1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

ENGINEER

Only one roll may be made per turn.

1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra point of power to be applied to total power available track (2 points if roll is 01-05).

2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

3) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success allows helm to change overall

NAVIGATOR

1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

HELMSMAN

1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.

2) SHIP'S WEAPONRY TECHNOLOGY, made when firing — may roll twice per turn, success gains a -1 on 'to hit' rolls of weaponry.

SCIENCE OFFICER

1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

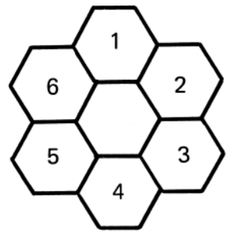
COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PROCEDURES, may be made anytime, allows difficult tasks to be per-

NAVIGATOR

Deflectors

1 Forward	2 Starboard Forward	3 Starboard Aft	4 Aft	5 Port Aft	6 Port Forward
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
13	13	13	13	13	13
14	14	14	14	14	14
15	15	15	15	15	15
16	16	16	16	16	16



DMGD
OPER

Tractor Beam

HELM

1	DMGD	UN ARM	ARM	3	DMGD	UN ARM	ARM	5	DMGD	UN ARM	ARM	7	DMGD	UN ARM	ARM
	Type		Bearing		Type		Bearing		Type		Bearing		Type		Bearing
2	DMGD	UN ARM	ARM	4	DMGD	UN ARM	ARM	6	DMGD	UN ARM	ARM	8	DMGD	UN ARM	ARM
	Type		Bearing		Type		Bearing		Type		Bearing		Type		Bearing

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

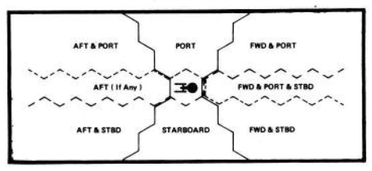
Movement Points Available

Current Speed	SUB LIGHT	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10

Weapon Type										
Range	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										
23										
24										

TURN STRESS CHART

Speed	Eng. Stress	Super. Stress
Sub		
W1		
W2		
W3		
W4		
W5		
W6		
W7		
W8		
W9		
W10		



	Weapon Type and Bearing											
1	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
2	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
3	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
4	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
5	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
6	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
7	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
8	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
9	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
10	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
11	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
12	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
13	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
14	_____	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10

ENGINEERING

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

Impulse Engines

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Warp Engine 1

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Warp Engine 2

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73																

Total Power Available

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73																

Power To Movement

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73																

Power To Shields

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73																

Power To Weapons

Standard Panel **SCIENCE A**

DMGD 2	DMGD 1	OPER	LOCK

Sensors

Ship Style

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
48	49	50													

DAMAGE CHARTS A (ENGINE FORWARD)

DIE ROLL	FORWARD
1	Sensors out 1-2 turns
2	Forward shield gen damaged (.05)
3	One forward weapon damaged
4	Superstructure (1)
5	Superstructure (2)
6	One forward weapon damaged
7	Port warp engines
8	Starboard warp engine
9	Bridge personnel out
10	Bridge personnel out

DIE ROLL	STARBOARD-FORWARD
1	Sensors out 1-2 turns
2	Stbd-Fwd shield damaged
3	Starboard warp engine
4	Starboard warp engine
5	Starboard warp engine (2)
6	Starboard warp engine
7	Superstructure (1)
8	Superstructure (2)
9	One stbd-fwd weapon damaged (.05)
10	Bridge personnel out

DIE ROLL	PORT-FORWARD
1	Sensors out 1-2 turns
2	Port-fwd shield gen damaged
3	Port warp engine
4	Port warp engine
5	Port warp engine (2)
6	Port warp engine
7	Superstructure (1)
8	Superstructure (2)
9	One port-fwd weapons damaged (.05)
10	Bridge personnel out

DIE ROLL	AFT
1	Tractor beam damaged
2	One aft weapon damaged (.05)
3	Superstructure (1)
4	Superstructure (2)
5	Superstructure (3)
6	Impulse engine
7	Impulse engine
8	Starboard warp engine
9	Port warp engine
10	Aft shield generator damaged

DIE ROLL	STARBOARD-AFT
1	Starboard warp engine
2	One stbd-sft weapon damaged
3	Impulse engine (.02)
4	Superstructure (.02)
5	Superstructure (1)
6	Superstructure(1)
7	Superstructure (2)
8	Superstructure (5)
9	Superstructure (5)
10	Stbd-Aft shield gen dmaaged

DIE ROLL	PORT-AFT
1	Port warp engine
2	One port aft weapon damaged
3	Impulse engine (.02)
4	Superstructure (.02)
5	Superstructure (1)
6	Superstructure (1)
7	Superstructure (2)
8	Superstructure (5)
9	Superstructure (5)
10	Port aft shield gen damaged

Standard Panel **SCIENCE B**

DMGD 2	DMGD 1	OPER	LOCK

Sensors

Ship Style

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
48	49	50													

DAMAGE CHARTS B (ENGINE CENTRAL)

DIE ROLL	FORWARD
1	Sensors out 1-2 turns
2	Forward shield generator damaged
3	One forward weapon damaged
4	Superstructure (1)
5	Superstructure (5)
6	One forward weapon damaged
7	Superstructure (5)
8	Superstructure (1)
9	Bridge personnel out
10	Bridge personnel out

DIE ROLL	STARBOARD-FORWARD
1	Sensors out 1-2 turns
2	Stbd forward shield gen damaged
3	Starboard warp engine
4	Starboard warp engine
5	Starboard warp engine
6	Superstructure (.02)
7	Superstructure (1)
8	Superstructure (2)
9	One stbd-fwd weapon damaged (.05)
10	Bridge personnel out

DIE ROLL	PORT-FORWARD
1	Sensors out 1-2 turns
2	Port-fwd shield gen damaged
3	Port warp engine
4	Port warp engine
5	Port warp engine
6	Superstructure (.02)
7	Superstructure (1)
8	Superstructure (2)
9	One stbd fwd weapon damaged (.05)
10	Bridge personnel out

DIE ROLL	AFT
1	Tractor beam damaged
2	One aft weapon damaged
3	Superstructure (1)
4	Superstructure (1)
5	Superstructure (3)
6	Impulse engine
7	Impulse engine
8	Starboard warp engine (2)
9	Port warp engine (2)
10	Aft shield generator damaged

DIE ROLL	STARBOARD-AFT
1	Superstructure (2)
2	One stbd-aft weapon damaged (.05)
3	Impulse engine (.02)
4	Starboard warp engine
5	Starboard warp engine
6	Starboard warp engine
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (5)
10	Stbd-Aft shield gen damaged

DIE ROLL	PORT-AFT
1	Superstructure (2)
2	One port aft weapon damaged
3	Impulse engine (.02)
4	Port warp engine
5	Port warp engine
6	Port warp engine
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (5)
10	Port aft shield gen damaged

Standard Panel **SCIENCE C**

DMGD 2	DMGD 1	OPER	LOCK

Sensors

Ship Style

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
48	49	50													

DAMAGE CHARTS C (ENGINES TO REAR)

DIE ROLL	FORWARD
1	Sensors out 1-2 turns
2	Fwd shield gen damaged (.05)
3	One fwd weapon damaged (.05)
4	Superstructure hit (1)
5	Superstructure hit (2)
6	One forward weapon damaged
7	Superstructure hit (2)
8	Superstructure hit (3)
9	Bridge personnel out
10	Bridge personnel out

DIE ROLL	STARBOARD-FORWARD
1	Sensors out 1-2 turns
2	Stbd-fwd shield gen damaged
3	Starboard warp engine
4	Superstructure (.02)
5	Superstructure (1)
6	Superstructure (2)
7	Superstructure (2)
8	Superstructure (5)
9	One starboard weapon damaged
10	Bridge personnel out

DIE ROLL	PORT-FORWARD
1	Sensors out 1-2 turns
2	Port fwd shield gen damaged
3	Port warp engine
4	Superstructure (.02)
5	Superstructure (1)
6	Superstructure (2)
7	Superstructure (2)
8	Superstructure (5)
9	One port weapon damaged
10	Bridge personnel out

DIE ROLL	AFT
1	Tractor beam damaged
2	One aft weapon damaged (.05)
3	Superstructure (1)
4	Starboard warp engine
5	Starboard warp engine
6	Impulse engine
7	Impulse engine
8	Port warp engine
9	Port warp engine
10	Aft shield generator damaged

DIE ROLL	STARBOARD-AFT
1	Starboard warp engine
2	Starboard warp engine
3	Starboard warp engine
4	Impulse engine (.02)
5	Superstructure (1)
6	Superstructure (1)
7	Superstructure (2)
8	Superstructure (5)
9	Stbd-aft shield gen damaged
10	One stbd-aft weapon damaged (.05)

DIE ROLL	PORT-AFT
1	Port warp engine
2	Port warp engine
3	Port warp engine
4	Impulse engine (.02)
5	Superstructure (1)
6	Superstructure (1)
7	Superstructure (2)
8	Superstructure (5)
9	Port-aft shield gen damaged
10	One port-aft weapon damaged (.05)

VESSEL CLASS	VESSEL NAME
VESSEL TYPE	HULL NUMBER
DESIGNER	CONTRACTOR
DATE DESIGNED	COST
DATE HULL LAID DOWN	
DATE OF CONSTRUCTION COMPLETION	

DIMENSIONS

OVERALL LENGTH
OVERALL WIDTH
OVERALL HEIGHT
DECK CEILING HEIGHT
CARGO UNITS
METRIC TONNAGE (EMPTY)

MOBILITY DATA

WARP ENGINES

TYPE
MANEUVER POINT RATIO
POWER UNITS
STRESS CHARTS
MAX SAFE CRUISING SPEED
EMERGENCY SPEED

DEFLECTORS

TYPE
POWER RATIO

IMPULSE ENGINE

TYPE
POWER UNITS

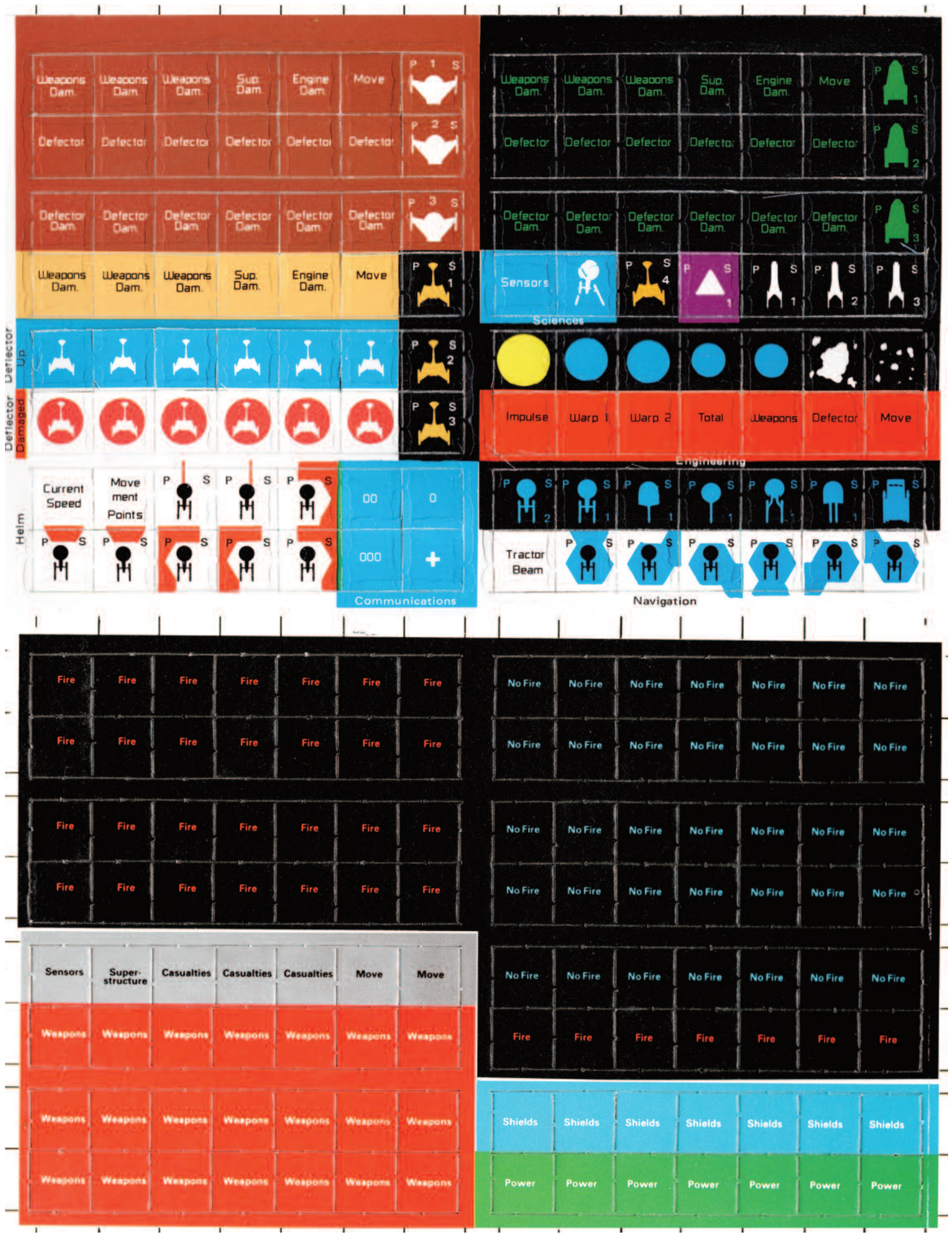
ARMAMENTS

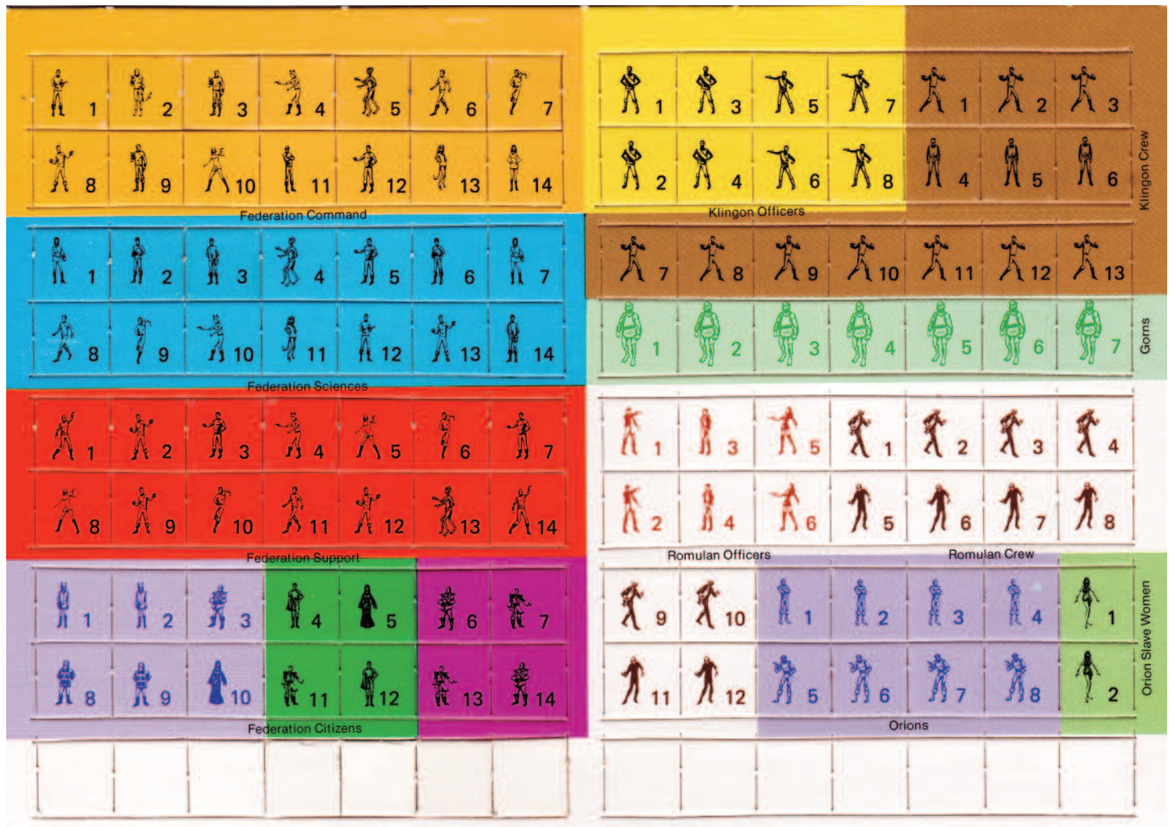
TYPE												
LOCATION												
FIRING CHART												
POWER RANGES												

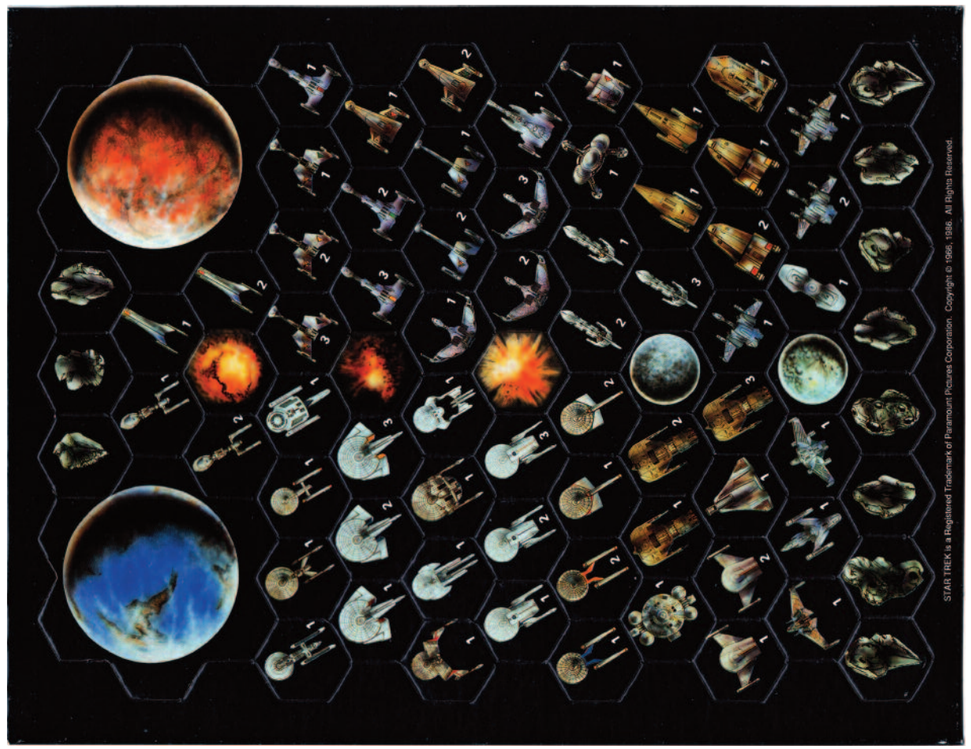
OTHER FEATURES

TRANSPORTERS	DAMAGE CHART
SHUTTLECRAFT	
TRACTOR BEAMS	
CREW REQUIREMENTS	
PASSENGER FACILITIES	

VESSEL HULL NUMBERS AND NAMES


Weapons Dam.
Defector
Defector Dam.
Sup. Dam.
Engine Dam.
Move
Sensors
Sciences
Impulse
Warp 1
Warp 2
Total
Weapons
Defector
Engineering
Deflector Up
Deflector Damaged
Helm
Current Speed
Movement Points
00
0
000
Communications
Tractor Beam
Navigation
Fire
No Fire
Sensors
Super-structure
Casualties
Shields
Power


Federation Command
Federation Sciences
Federation Support
Federation Citizens
Klingon Officers
Klingon Crew
Gorns
Romulan Officers
Romulan Crew
Orions
Orion Slave Women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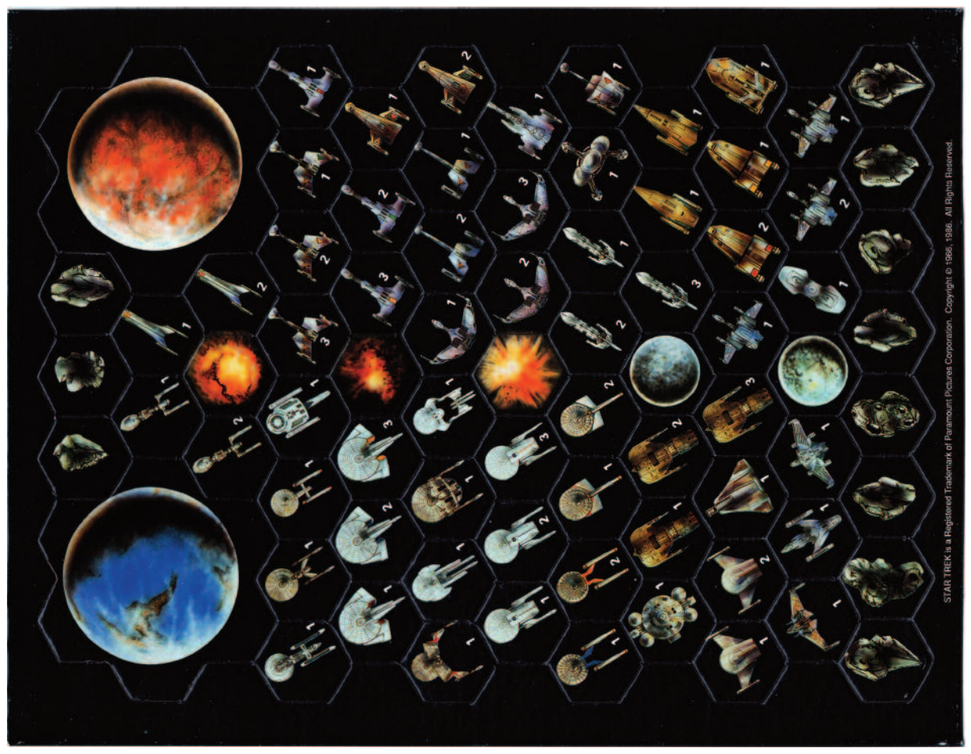
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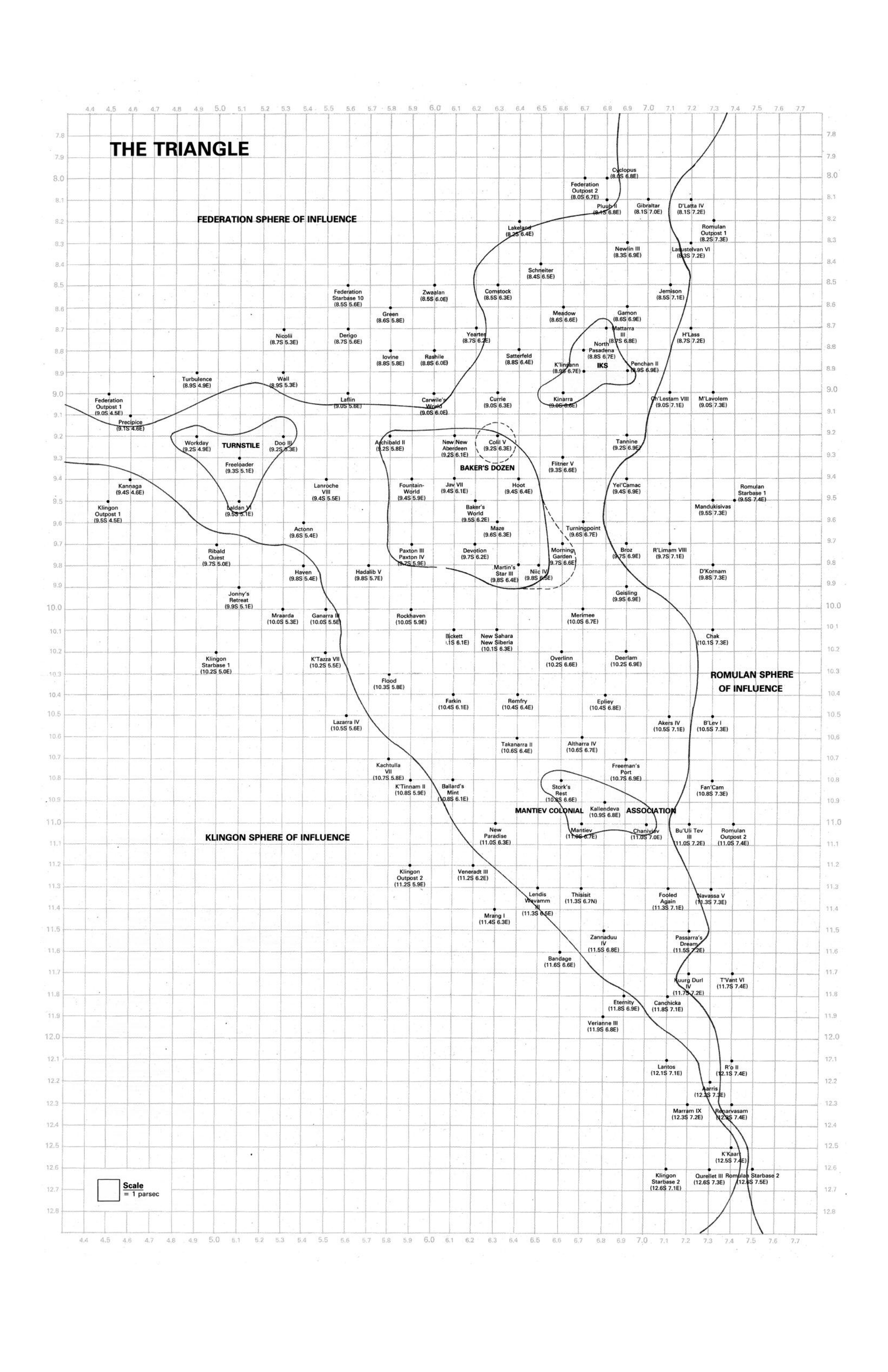

THE TRIANGLE
FEDERATION SPHERE OF influence
KLINGON SPHERE OF INFLUENCE
ROMULAN SPHERE OF INFLUENCE
MANTIEV COLONIAL ASSOCIATION
IKS
BAKER'S DOZEN
TURNSTILE
Cyclopus (8.0S 6.8E)
Federation Outpost 2 (8.0S 6.7E)
Pluuh II (8.1S 6.8E)
Gibraltar (8.1S 7.0E)
D'Latta IV (8.1S 7.2E)
Lakeland (8.2S 6.4E)
Romulan Outpost 1 (8.2S 7.3E)
Newlin III (8.3S 6.9E)
Lasustelvan VI (8.3S 7.2E)
Schreiter (8.4S 6.5E)
Federation Starbase 10 (8.5S 5.6E)
Zwaalan (8.5S 6.0E)
Comstock (8.5S 6.3E)
Jemison (8.5S 7.1E)
Green (8.6S 5.8E)
Meadow (8.6S 6.6E)
Gamon (8.6S 6.9E)
Nicolii (8.7S 5.3E)
Derigo (8.7S 5.6E)
Yeartes (8.7S 6.2E)
Mattarra III (8.7S 6.8E)
H'Lass (8.7S 7.2E)
Iovine (8.8S 5.8E)
Rashile (8.8S 6.0E)
Satterfeld (8.8S 6.4E)
North Pasadena (8.8S 6.7E)
K'lingmann (8.9S 6.7E)
Penchan II (8.9S 6.9E)
Turbulence (8.9S 4.9E)
Wall (8.9S 5.3E)
Federation Outpost 1 (9.0S 4.5E)
Laflin (9.0S 5.6E)
Carwile's World (9.0S 6.0E)
Currie (9.0S 6.3E)
Kinarra (9.0S 6.6E)
Oh'Lestam VIII (9.0S 7.1E)
M'Lavolem (9.0S 7.3E)
Precipice (9.1S 4.6E)
Workday (9.2S 4.9E)
Doo III (9.2S 5.3E)
Archibald II (9.2S 5.8E)
New New Aberdeen (9.2S 6.1E)
Colil V (9.2S 6.3E)
Tannine (9.2S 6.9E)
Freeloader (9.3S 5.1E)
Flitner V (9.3S 6.6E)
Kannaga (9.4S 4.6E)
Lanroche VIII (9.4S 5.5E)
Fountain-World (9.4S 5.9E)
Jav VII (9.4S 6.1E)
Hoot (9.4S 6.4E)
Yel'Camac (9.4S 6.9E)
Romulan Starbase 1 (9.6S 7.4E)
Klingon Outpost 1 (9.5S 4.5E)
Laldan V (9.5S 5.1E)
Baker's World (9.5S 6.2E)
Mandukisivas (9.5S 7.3E)
Actonn (9.6S 5.4E)
Maze (9.6S 6.3E)
Turningpoint (9.6S 6.7E)
Ribald Quest (9.7S 5.0E)
Paxton III
Paxton IV (9.7S 5.9E)
Devotion (9.7S 6.2E)
Morning Garden (9.7S 6.6E)
Broz (9.7S 6.9E)
R'Limam VIII (9.7S 7.1E)
Haven (9.8S 5.4E)
Hadalib V (9.8S 5.7E)
Martin's Star III (9.8S 6.4E)
Niic IV (9.8S 6.5E)
D'Kornam (9.8S 7.3E)
Jonny's Retreat (9.9S 5.1E)
Geisling (9.9S 6.9E)
Mraarda (10.0S 5.3E)
Ganarra III (10.0S 5.5E)
Rockhaven (10.0S 5.9E)
Merimee (10.0S 6.7E)
Bickett (10.1S 6.1E)
New Sahara
New Siberia (10.1S 6.3E)
Chak (10.1S 7.3E)
Klingon Starbase 1 (10.2S 5.0E)
K'Tazza VII (10.2S 5.5E)
Overlinn (10.2S 6.6E)
Deerlam (10.2S 6.9E)
Flood (10.3S 5.8E)
Farkin (10.4S 6.1E)
Remfry (10.4S 6.4E)
Epliey (10.4S 6.8E)
Lazarra IV (10.5S 5.6E)
Akers IV (10.5S 7.1E)
B'Lev I (10.5S 7.3E)
Takanarra II (10.6S 6.4E)
Altharra IV (10.6S 6.7E)
Kachtulla VII (10.7S 5.8E)
Freeman's Port (10.7S 6.9E)
K'Tinnam II (10.8S 5.9E)
Ballard's Mint (10.8S 6.1E)
Stork's Rest (10.8S 6.6E)
Fan'Cam (10.8S 7.3E)
Kallendeva (10.9S 6.8E)
New Paradise (11.0S 6.3E)
Mantiev (11.0S 6.7E)
Chaniviev (11.0S 7.0E)
Bu'Uli Tev III (11.0S 7.2E)
Romulan Outpost 2 (11.0S 7.4E)
Klingon Outpost 2 (11.2S 5.9E)
Veneradt III (11.2S 6.2E)
Lendis Wavamm II (11.3S 6.5E)
Thisisit (11.3S 6.7N)
Fooled Again (11.3S 7.1E)
Navassa V (11.3S 7.3E)
Mrang I (11.4S 6.3E)
Zannaduu IV (11.5S 6.8E)
Passarra's Dream (11.5S 7.2E)
Bandage (11.6S 6.6E)
Ruurg Durl IV (11.7S 7.2E)
T'Vant VI (11.7S 7.4E)
Eternity (11.8S 6.9E)
Canchicka (11.8S 7.1E)
Verianne III (11.9S 6.8E)
Lantos (12.1S 7.1E)
R'o II (12.1S 7.4E)
Aarris (12.2S 7.3E)
Marram IX (12.3S 7.2E)
Reparvasam (12.2S 7.4E)
K'Kaar (12.5S 7.4E)
Klingon Starbase 2 (12.6S 7.1E)
Qurellet III (12.6S 7.3E)
Romulan Starbase 2 (12.6S 7.5E)
Scale = 1 parsec

UNITED FEDERATION OF PLANETS

4.4 4.5 4.6 4.7 4.8 4.9 5.0 5.1 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 6.0 6.1 6.2 6.3 6.4 6.5 6.6 6.7 6.8 6.9 7.0 7.1 7.2 7.3 7.4 7.5 7.6 7.7

7.8 7.9 8.0 8.1 8.2 8.3 8.4 8.5 8.6 8.7 8.8 8.9 9.0 9.1 9.2 9.3 9.4 9.5 9.6 9.7 9.8 9.9 10.0 10.1 10.2 10.3 10.4

FEDERATION SPHERE OF INFLUENCE

Federation Outpost 2
Cyclopus
Pluuh II
Gibraltar
D'Latta IV
Romulan Outpost 1
Lakeland
Newlin III
Lasustelvan VI
Schneiter
Federation Starbase 10
Zwaala
Comstock
Jemison
Green
Meadow
Gamon
Nicolii
Derigo
Yeartes
Mattarra III
H'Lass
North Pasadena
Satterfeld
IKS
Iovine
Rashile
Penchan II
Turbulence
Wall
K'linsann
Federation Outpost 1
Laflin
Carwile's World
Currie
Kinarra
Ch'Lestam VIII
M'Lavolem
Precipice
Workday
TURNSTILE
Doo III
Archibald II
New New Aberdeen
Co il V
Tannine
Freeloader
BAKER'S DOZEN
Flitner V
Kannaga
Lanroche VIII
Fountain-World
Jav VII
Hoot
Yel'Camac
Klingon Outpost 1
Laidan VI
Baker's World
Mandukisivas
Romulan Starbase 1
Actonn
Maze
Turningpoint
Ribald Quest
Paxton III
Paxton IV
Devotion
Morning Garden
Broz
R'Limam VIII
Haven
Hadalib V
Martin's Star III
Niic IV
D'Kornam
Jonny's Retreat
Geisling
Mraarda
Ganarra III
Rockhaven
Merimee
New Sahara
New Siberia
Bickett
Chak
Klingon Starbase 1
K'Tazza VII
Overlinn
Deerlam
Flood
ROMULAN SPHERE OF INFLUENCE
Farkin
Remfry
Epliey

KLINGON EMPIRE

ROMULAN STAR EMPIRE

KLINGON

EMPIRE

ROMULAN SPHERE OF INFLUENCE

KLINGON SPHERE OF INFLUENCE

MANTIEV COLONIAL ASOCIATION

Flood
Farkin
Remfry
Epliey
Lazarra IV
Akers IV
B'Lev I
Takanarra II
Altharra IV
Kachtulla VII
Freeman's Port
K'Tinnam II
Ballard's Mint
Stork's Rest
Fan'Cam
Kallendeva
New Paradise
Mantiev
Chaniviev
Bu'Uli Tev III
Romulan Outpost 2
Klingon Outpost 2
Veneradt III
Lendis Wavamm III
Thisisit
Fooled Again
Navassa V
Mrang I
Zannaduu IV
Passarra's Dream
Bandage
Kuurg Durl IV
T'Vant VI
Eternity
Canchicka
Verianne III
Lantos
R'o II
Aarris
Marram IX
Renarvasam
K'Kaarr
Klingon Starbase 2
Qurellet III
Romulan Starbase 2

LEGEND

Major Export

- Mining
- Agriculture
- $ Tradeworld/Freeport
- Military Base
- Industrial
- Prohibited
- Tourism
- Science Station
- ★ Capitol

Population

- = (A) Very heavily populated
- = (B) Heavily populated
- = (C) Moderately populated
- = (D) Sparsely populated
- = (E) Very sparsely populated
- = (X) Small station or colony

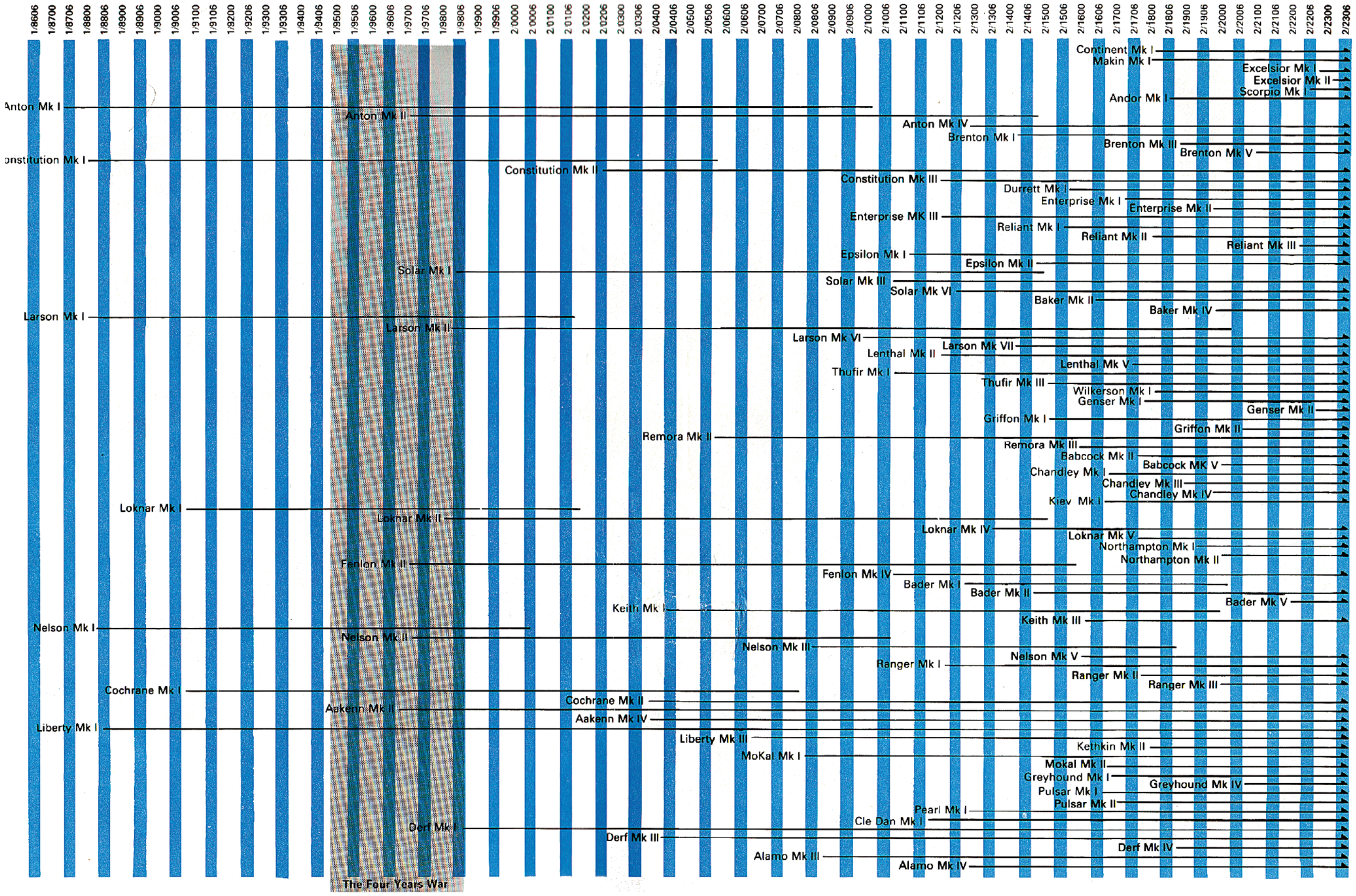
Scale = 1 parsec

10.3 10.4 10.5 10.6 10.7 10.8 10.9 11.0 11.1 11.2 11.3 11.4 11.5 11.6 11.7 11.8 11.9 12.0 12.1 12.2 12.3 12.4 12.5 12.6 12.7 12.8

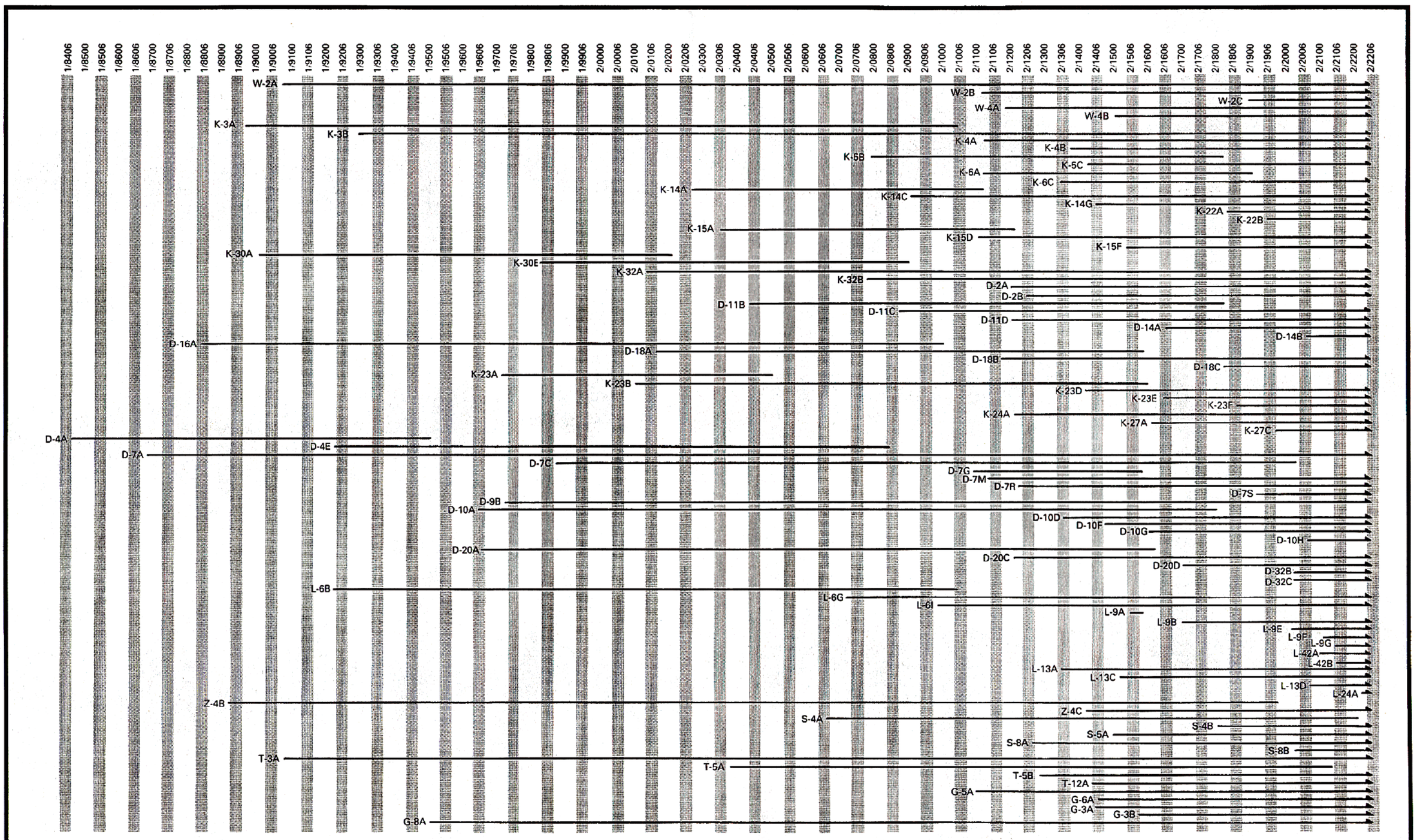
4.4 4.5 4.6 4.7 4.8 4.9 5.0 5.1 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 6.0 6.1 6.2 6.3 6.4 6.5 6.6 6.7 6.8 6.9 7.0 7.1 7.2 7.3 7.4 7.5 7.6 7.7

THE TRIANGLE

Time Line Of Active Service Duty



Time Line Of Active Service Duty



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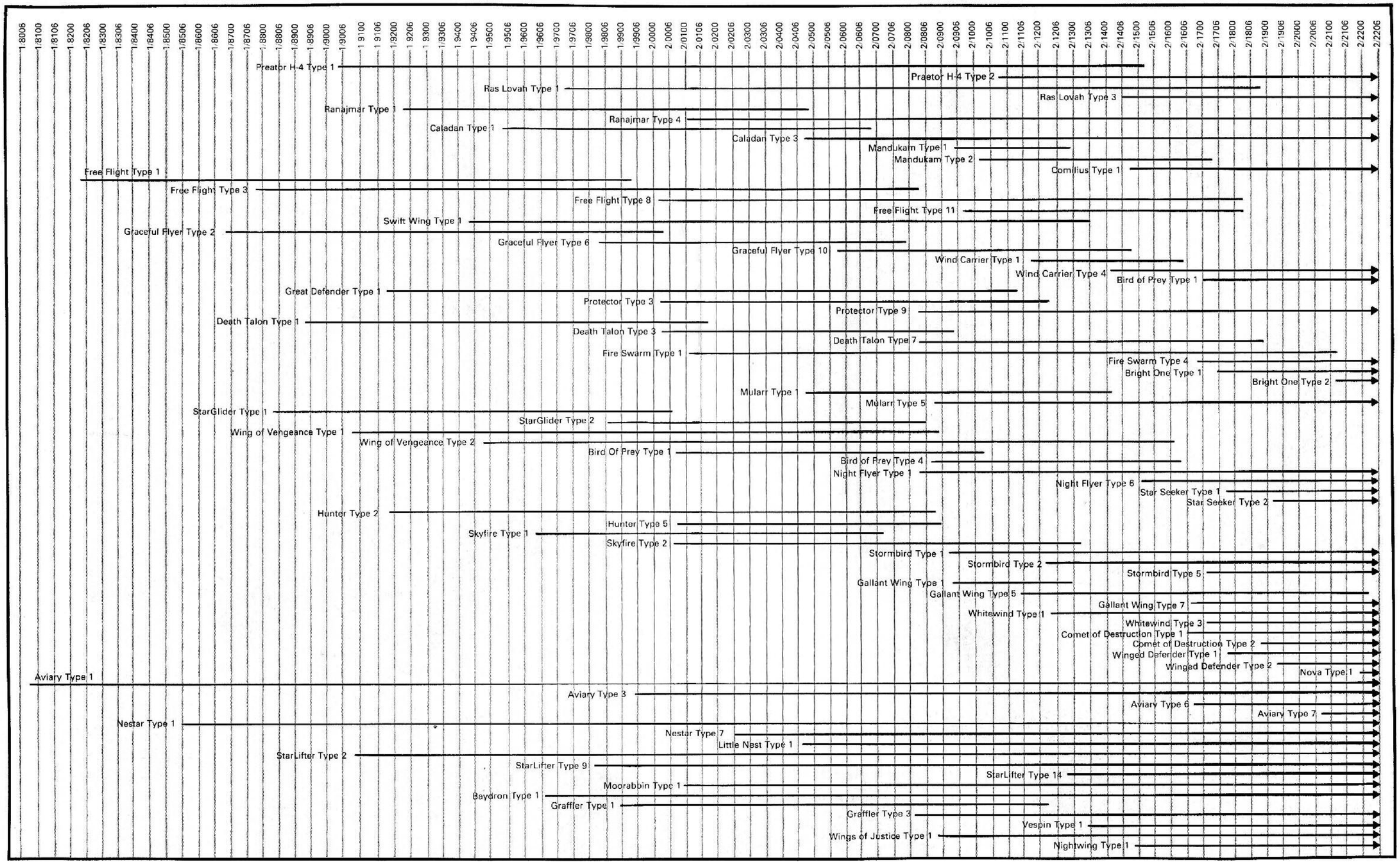
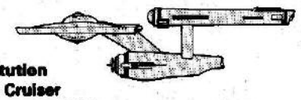
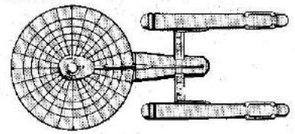
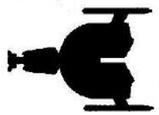


Federation Recognition Silhouettes

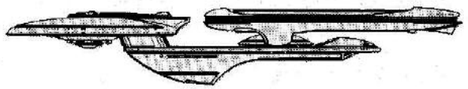


Constitution
Class XI Cruiser



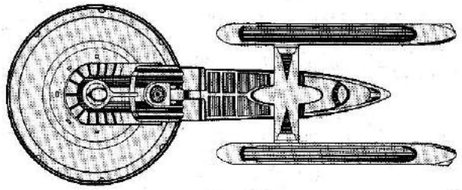


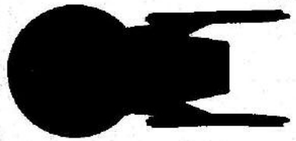
MoKai
Class X Transport



Excelsior
Class XIII-XIV Battleship

Cle Dan
Class VI Repair Tender

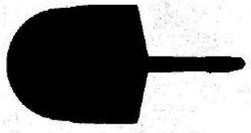




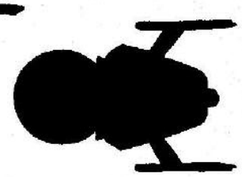
Baker
Class IX Destroyer

Reliant
Class XI Cruiser

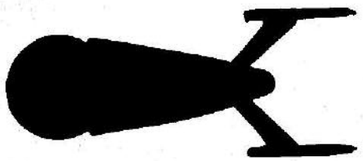
Anton
Class X Cruiser



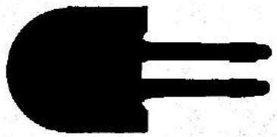
Larson
Class VII Destroyer



Liberty
Class VII Freighter



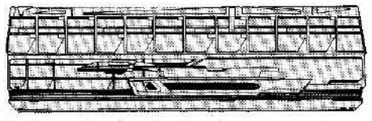
Babcock
Class XI Frigate

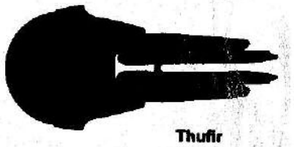


Derf
Class Mk IX Buoy Tender

Greyhound
Class I Warpshuttle/Courier

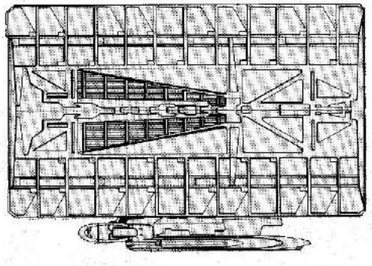
Lenthal
Class IX Destroyer





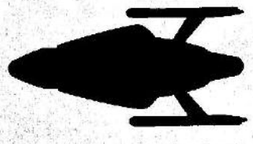
Thufir
Class VIII-IX Destroyer

Ander
Class IX Cruiser



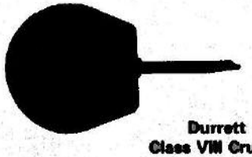
Pearl
Class VII Mobile Repair Facility

Griffon
Class VIII Escort

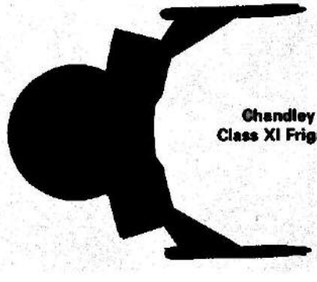


Continent
Class IX Assault Ship

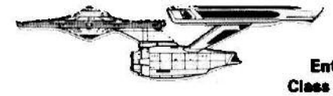
Northampton
Class X Frigate



Durrett
Class VIII Cruiser

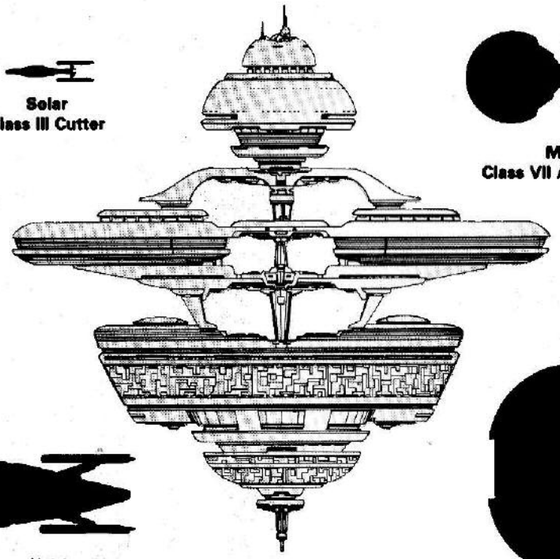


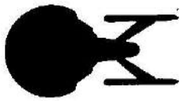
Chandley
Class XI Frigate



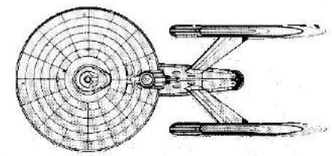
Enterprise
Class XI Cruiser

Solar
Class III Cutter

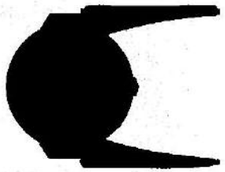




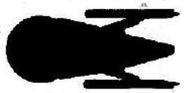
Makin
Class VII Assault Ship



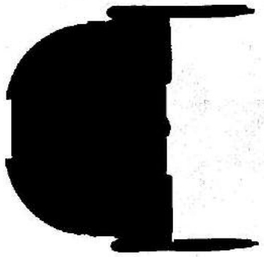
Epsilon
Class III-IV Cutter



Bader
Class VIII Scout



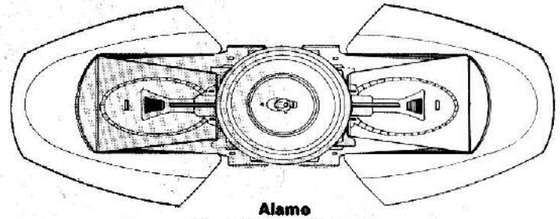
Keith
Class VI Scout



Brenton
Class XI Cruiser

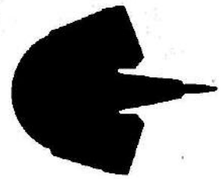
Askenn
Class VI Freighter

Pulsar
Class II Warpshuttle



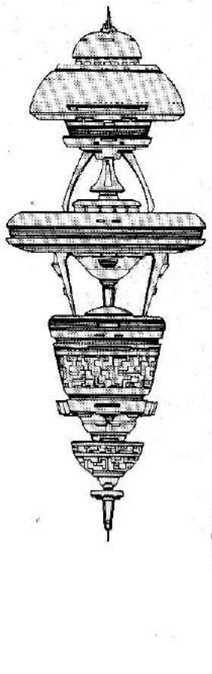
Alamo
Class Defense Outpost

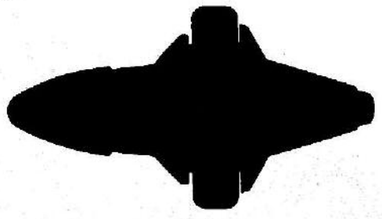
Scorpio
Class II Corvette



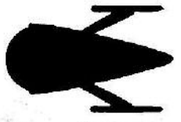
Remora
Class VI-VII Escort

Ranger
Class V-VI Scout



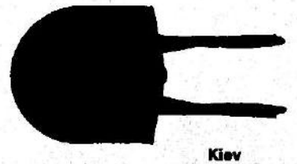


Cochrane
Class VI Colonial Transport

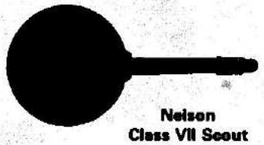


Gensor
Class IV Escort

Fenlon
Class V Monitor



Kiev
Class XI Frigate



Nelson
Class VII Scout

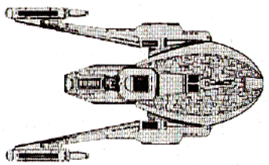
Kethkin
Class IX Transport

Wilkerson
Class IX Destroyer

Loknar
Class VIII-X Frigate

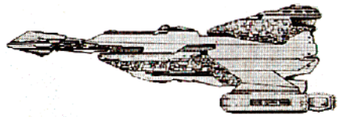
Klingon Recognition Silhouettes

T-12 (Carrier Of Doom)
CLASS IX ASSAULT SHIP

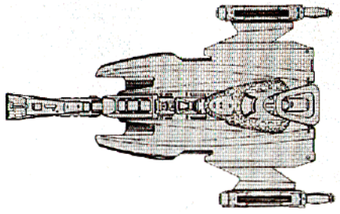


D-9 (Seeker)
CLASS VIII CRUISER

K-23 (Little Killer)
CLASS VI-VIII ESCORT



L-24 (Ever-Victorious)
CLASS XIII BATTLESHIP

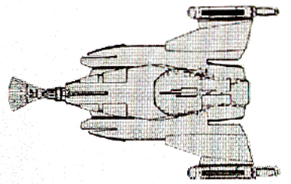


D-16 (Swiftwind)
CLASS VI DESTROYER

D-14 (Stinger)
CLASS VI DESTROYER

K-15 (Unseen Creeper
CLASS IV-V SCOUT

T-5 (Throne Seeker)
CLASS VII ASSAULT SHIP



W-4 (Speedster)
CLASS III WARPSHUTTLE

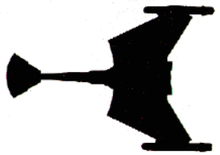
T-3 (Mover)
CLASS VI ASSAULT SHIP

K-22 (Bird Of Prey)
CLASS V SCOUT

D-32 (Stronger Bird)
CLASS VII CRUISER

D-4 (Predator)
CLASS VII CRUISER

K-32 (Strong Victor)
CLASS IV MONITOR



D-7 (Various Names)
CLASS VII-IX CRUISER

L-6 (Defender)
CLASS VIII-IX FRIGATE

K-27 (Grim Reaper)
CLASS VI ESCORT

W-2 (Koreba)
CLASS II-III WARPSHUTTLE

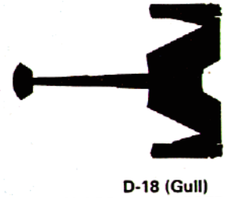
G-3 (Baka Re')
CLASS VII-VIII CARGO FREIGHTER

L-13 (Fat Man)
CLASS IX-XI BATTLESHIP

K-5 (Watcher)
CLASS II-III GUNBOAT

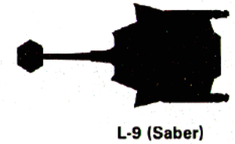
K-3 (Kalath)
CLASS II GUNBOAT

D-10 (Riskadh)
CLASS VIII-X CRUISER



D-18 (Gull)
CLASS VII-IX DESTROYER

D-20 (Death Rite)
CLASS VII CRUISER



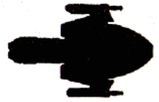
L-9 (Saber)
CLASS X FRIGATE

K-24 (Winner)
CLASS VII ESCORT

K-6 (Administrator)
CLASS II-IV GUNBOAT

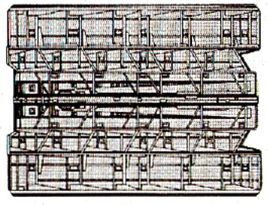
G-8 (Traders Game)
CLASS IV CARGO FREIGHTER

D-2 (Stingtongue)
CLASS VI DESTROYER

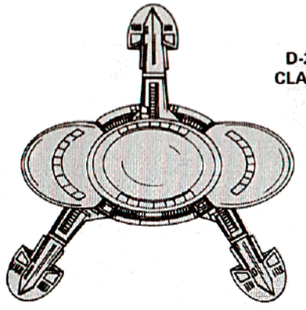


K-14 (Pathmaker)
CLASS IV SCOUT

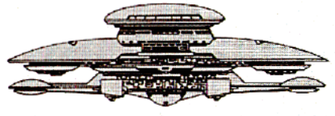
S-5 (Healer)
CLASS IV TENDER



S-8 (Murph)
CLASS VI MOBILE REPAIR FACILITY



Z-4 (Deathgame)
DEFENSE OUTPOST



S-4 (Mender)
CLASS VI REPAIR TENDER

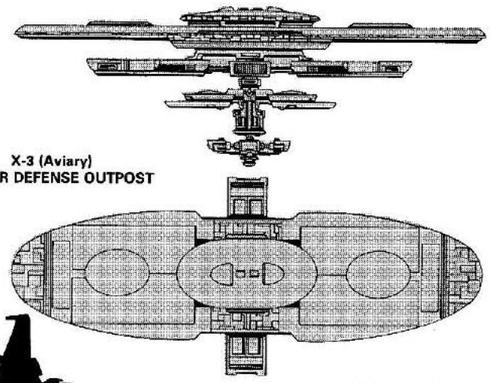
K-4 (Enforcer)
CLASS II GUNBOAT

D-11 (One Wing)
CLASS VI-VII DESTROYER

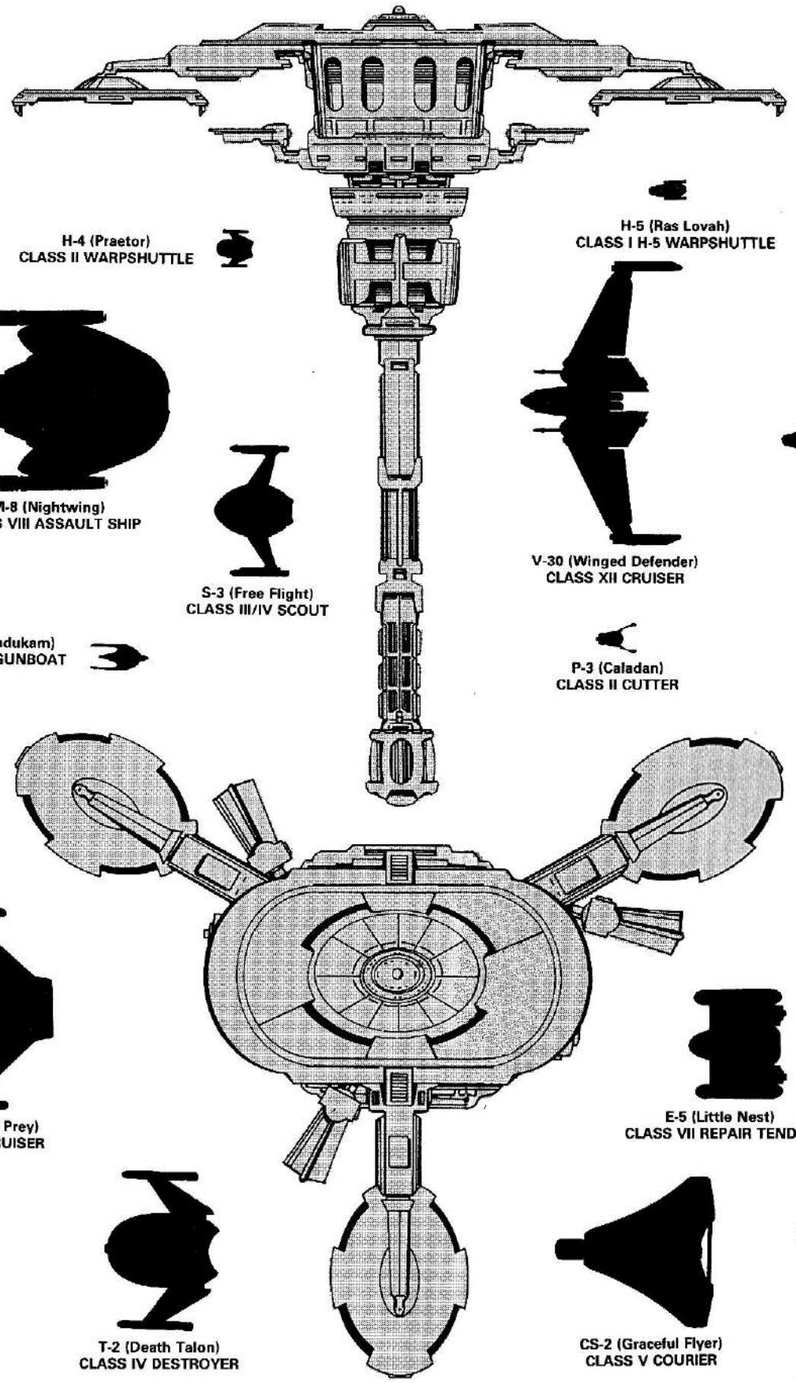
G-6 (Catapult)
CLASS VIII CARGO TRANSPORT

K-17 (Deathstalker)
CLASS III SCOUT

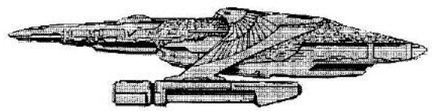
Romulan Recognition Silhouettes



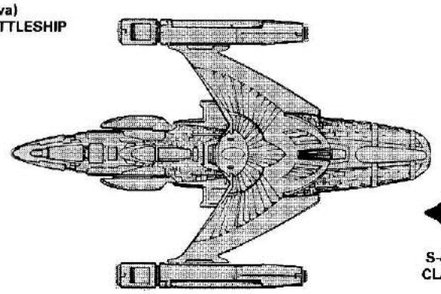
X-3 (Aviary)
BORDER DEFENSE OUTPOST



F-2 (Nestar)
CLASS REPAIR FACILITY

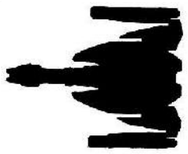


Z-1 (Nova)
CLASS XIII BATTLESHIP



T-10 (Bright One)
CLASS VI DESTROYER

S-11 (Bird Of Prey)
CLASS V SCOUT



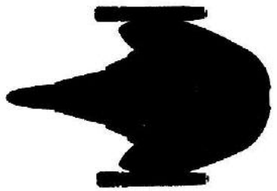
T-5 (Fire Swarm)
CLASS V/VI DESTROYER

H-4 (Praetor)
CLASS II WARPSHUTTLE

H-5 (Ras Lovah)
CLASS I H-5 WARPSHUTTLE

V-1 (Starglider)
CLASS V CRUISER

S-4 (Swift Wing)
CLASS IV SCOUT



M-8 (Nightwing)
CLASS VIII ASSAULT SHIP

V-30 (Winged Defender)
CLASS XII CRUISER

I-7 (Vespin)
CLASS XI FREIGHTER

V-2 (Hunter)
CLASS VII CRUISER

V-9 (Night Flyer)
CLASS VI CRUISER

P-12 (Comilius)
CLASS II CUTTER

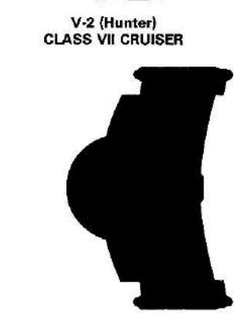
S-9 (Wind Carrier)
CLASS V SCOUT

N-8 (Mandukam)
CLASS II GUNBOAT

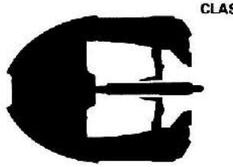
P-3 (Caladan)
CLASS II CUTTER

V-20 (Star Seeker)
CLASS VII CRUISER

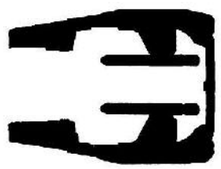
P-2 (Ranajmar)
CLASS II CUTTER



V-6 (Gallant Wing)
CLASS X/XII CRUISER



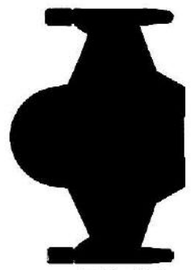
J-8 (Moorabbin)
CLASS IV TRANSPORT



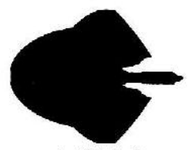
J-4 (Baydron)
CLASS V TRANSPORT

V-8 (Bird Of Prey)
CLASS VI CRUISER

V-4 (Wing Of Vengance)
CLASS VI CRUISER



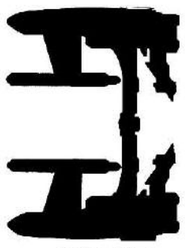
I-4 (Graffler)
CLASS VII/IX FREIGHTER



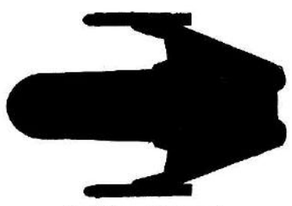
R-4 (Mularr)
CLASS VI ESCORT

Q-1 (Great Defender)
CLASS III MONITOR

E-5 (Little Nest)
CLASS VII REPAIR TENDER



J-3 (Starlifter)
CLASS VI/IX TRANSPORT

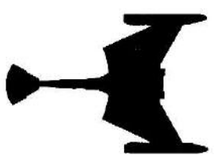


M-4 (Wings Of Justice)
CLASS IX TROOP TRANSPORT

T-2 (Death Talon)
CLASS IV DESTROYER

CS-2 (Graceful Flyer)
CLASS V COURIER

V-5 (Skyfire)
CLASS VII/VIII CRUISER

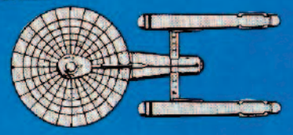


V-11 (Stormbird)
CLASS VII/X CRUISER

V-27 (Comet Of Destruction)
CLASS XII CRUISER

Federation Recognition Silhouettes

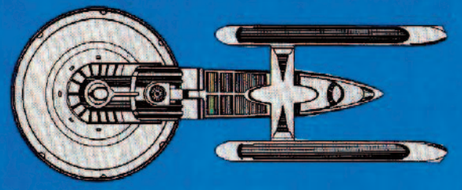
Constitution
Class XI Cruiser



MoKai
Class X Transport

Excalsior
Class XIII-XIV Battleship

Cle Dan
Class VI Repair Tender



Baker
Class IX Destroyer

Reliant
Class XI Cruiser

Anton
Class X Cruiser

Larson
Class VII Destroyer

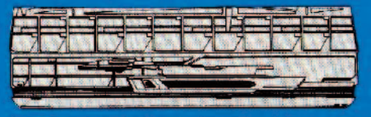
Liberty
Class VII Freighter

Babcock
Class XI Frigate

Derf
Class Mk IX Buoy Tender

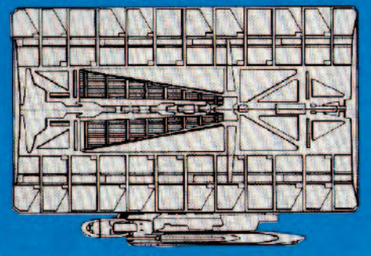
Lenthal
Class IX Destroyer

Greyhound
Class I Warpshuttle/Courier



Thufir
Class VIII-IX Destroyer

Andor
Class IX Cruiser



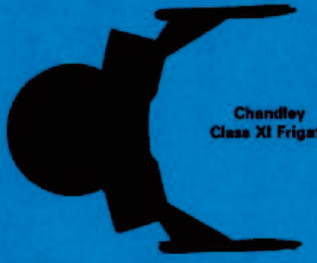
Griffon
Class VIII Escort

Continent
Class IX Assault Ship

Pearl
Class VII Mobile Repair Facility

Northampton
Class X Frigate

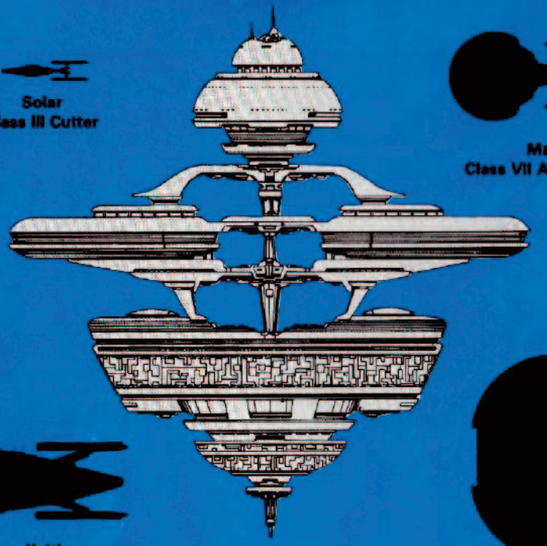
Durrett
Class VIII Cruiser



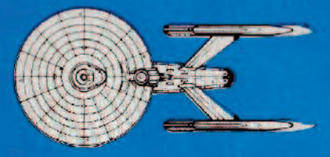
Chandley
Class XI Frigate

Enterprise
Class XI Cruiser

Solar
Class III Cutter



Makin
Class VII Assault Ship



Epsilon
Class III-IV Cutter

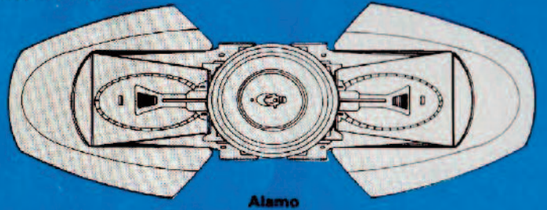
Bader
Class VIII Scout

Keith
Class VI Scout

Brenton
Class XI Cruiser

Askenn
Class VI Freighter

Pulsar
Class II Warpshuttle

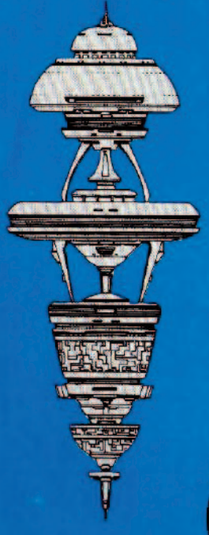


Alamo
Class Defense Outpost

Scorpio
Class II Corvette

Remora
Class VI-VII Escort

Ranger
Class V-VI Scout

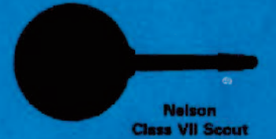


Cochrane
Class VI Colonial Transport

Genser
Class IV Escort

Fenlon
Class V Monitor

Kiev
Class XI Frigate

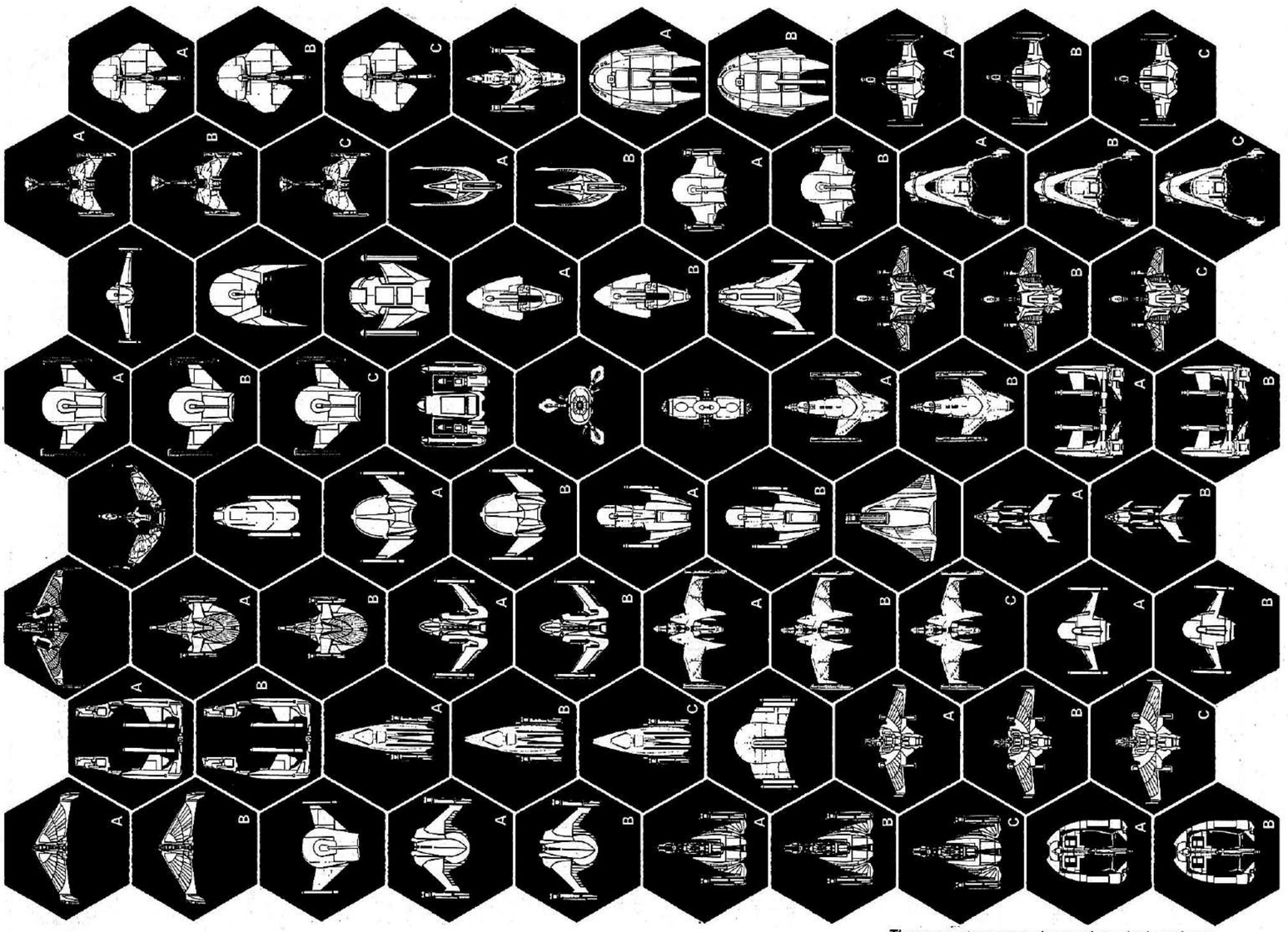


Nelson
Class VII Scout

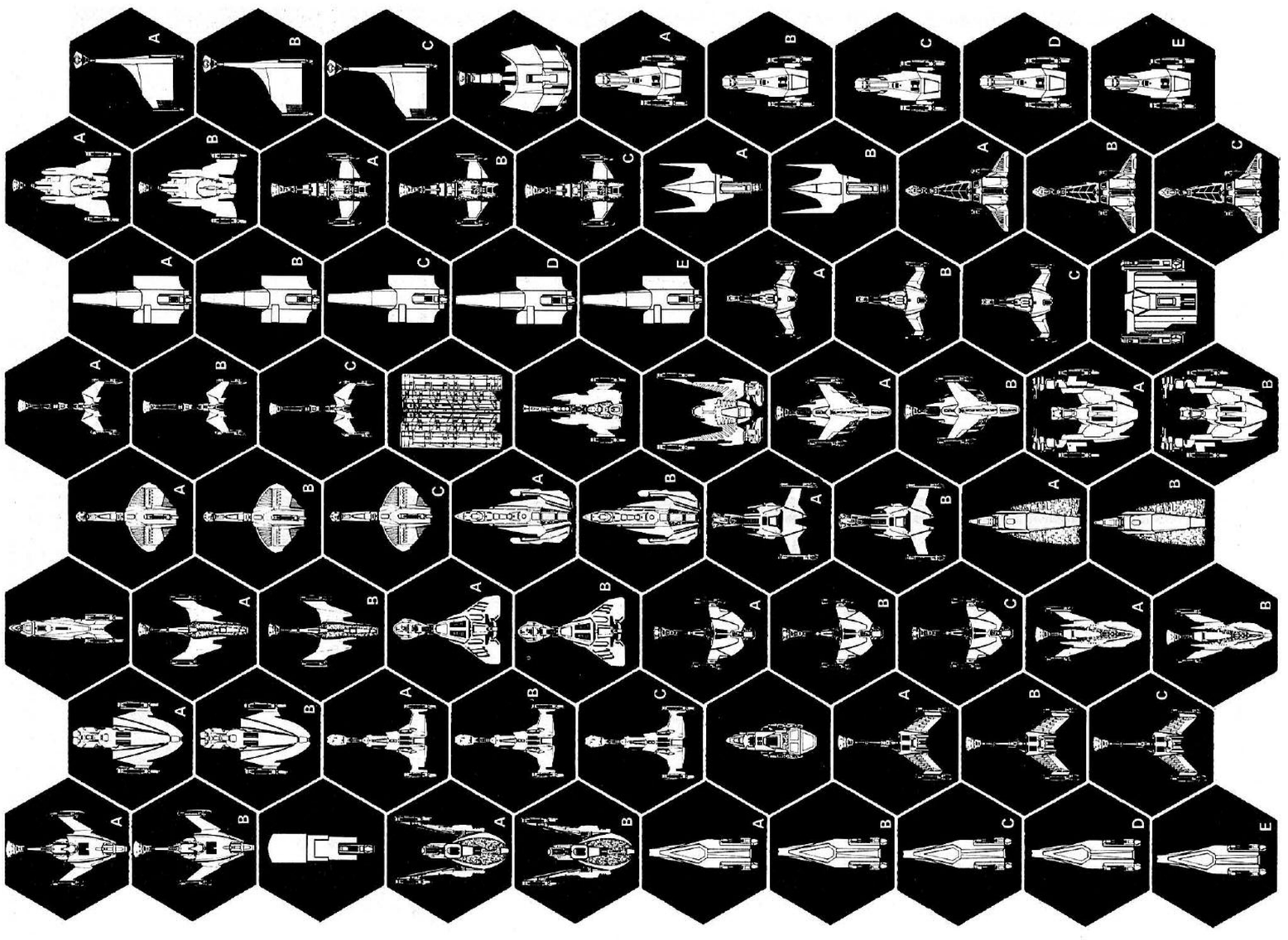
Kathkin
Class IX Transport

Wilkerson
Class IX Destroyer

Loknar
Class VIII-X Frigate



These counters are to be used as playing pieces.
Glue onto cardboard and cut on solid white lines.



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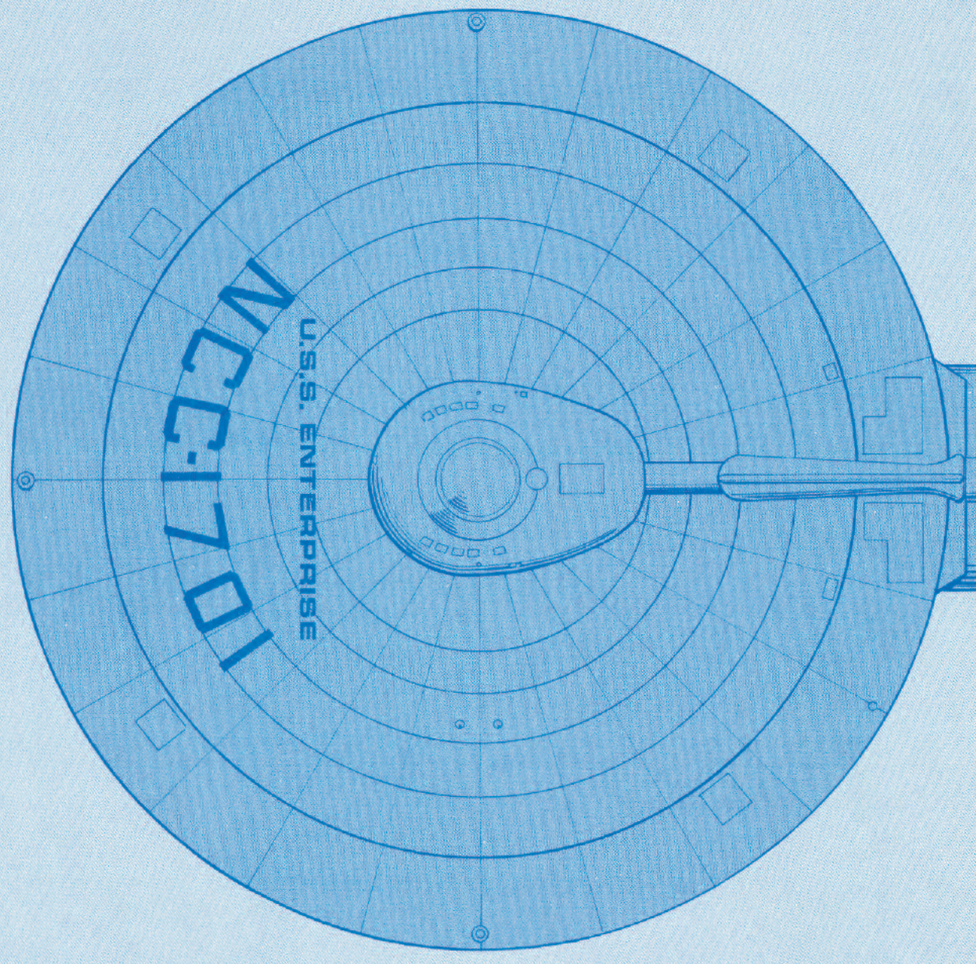
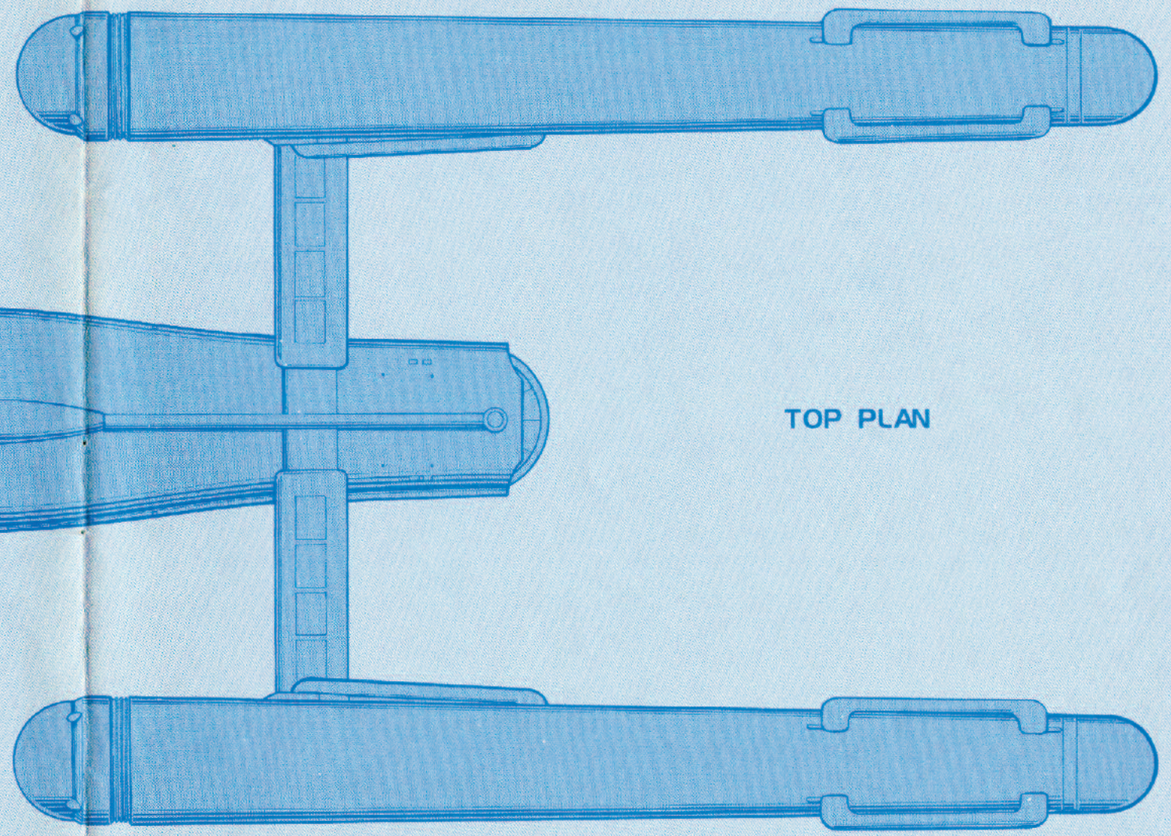
Glue onto cardboard and cut on solid white lines.





TOP PLAN

LEGEND

- Single bed with Night stand
- One-man wardrobe
- Conference table
- Transporter console
- Small desk
- Double washbasin
- Medical bed
- Small bath/Jacuzzi unit
- Lounge chair
- Mess table
- Deluxe bath/Jacuzzi unit
- Desk
- Turbo-elevator door
- Chair
- Toilet

This packet of plans was designed and drawn by FASA Corporation. P.O. Box 6930 Chicago, IL 60680

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 1 of 9 Side A

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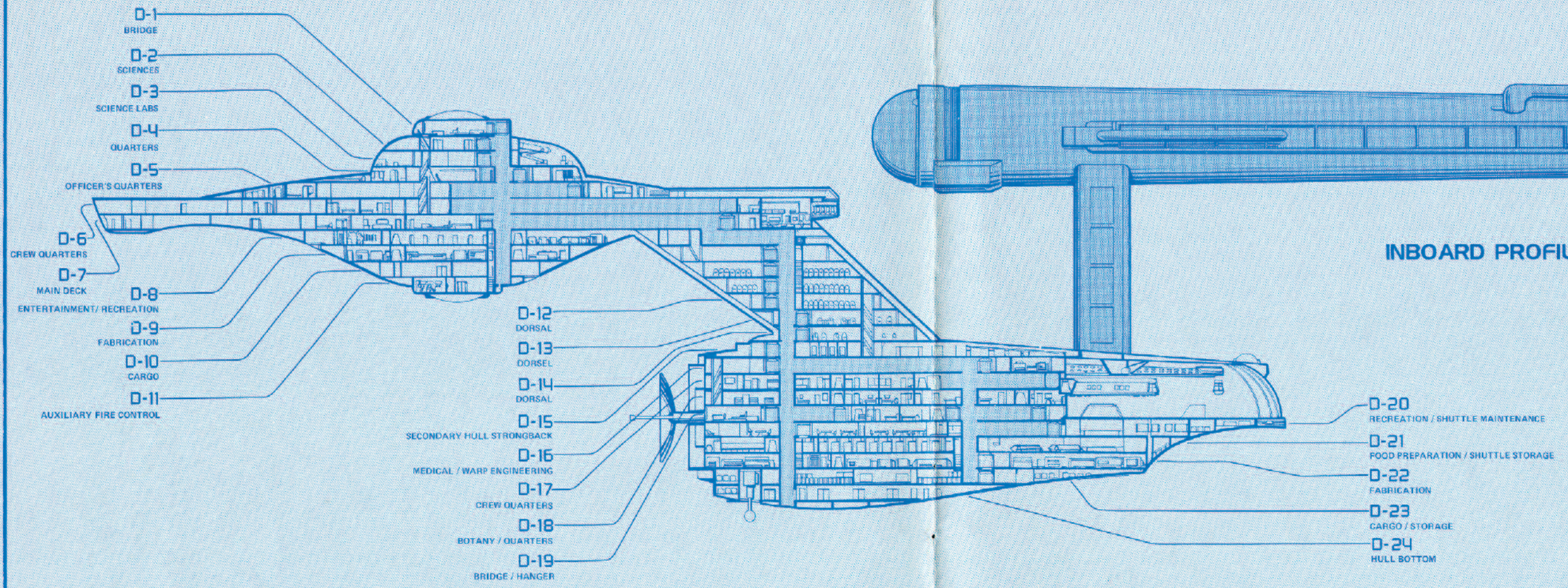
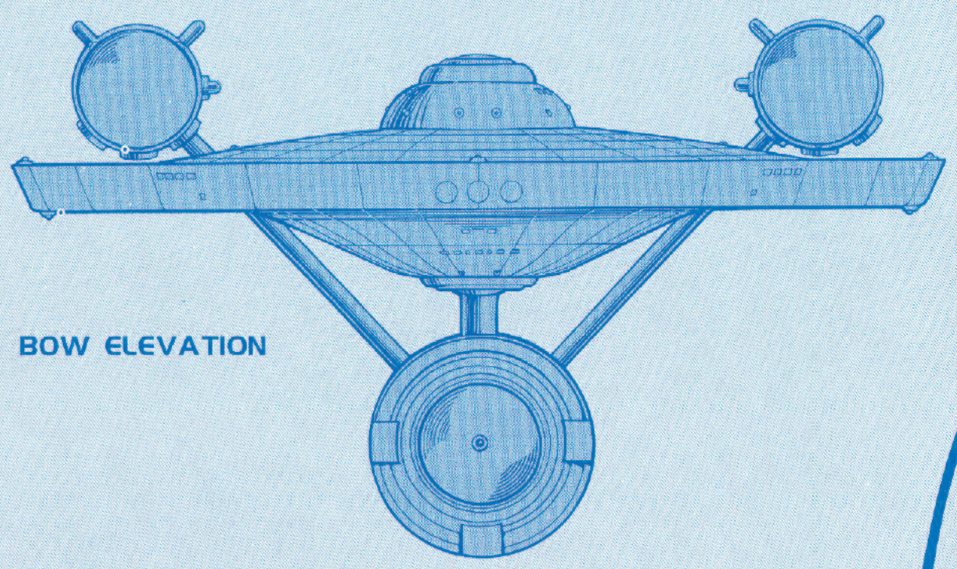
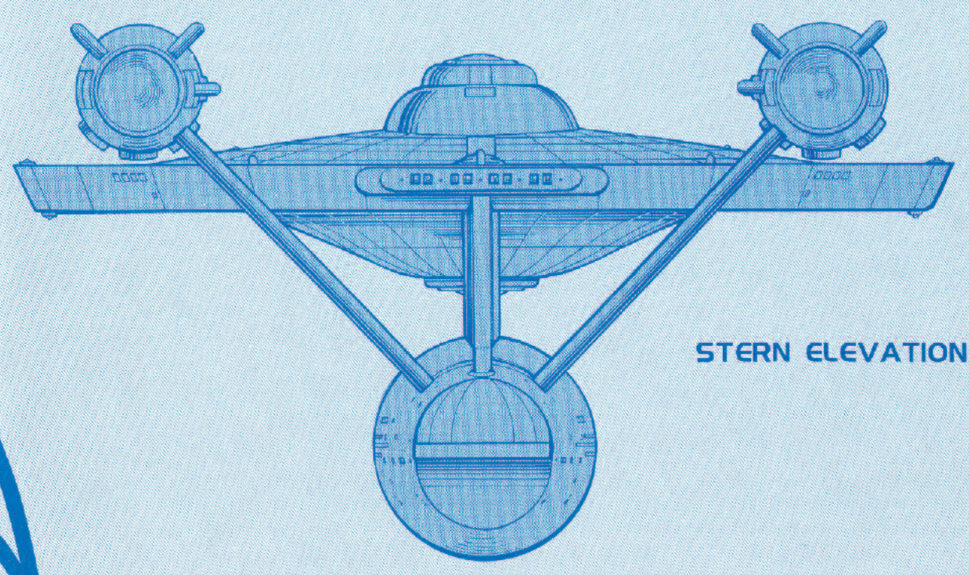


INBOARD PROFILE



BOW ELEVATION



STERN ELEVATION

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 2 of 9 Side A

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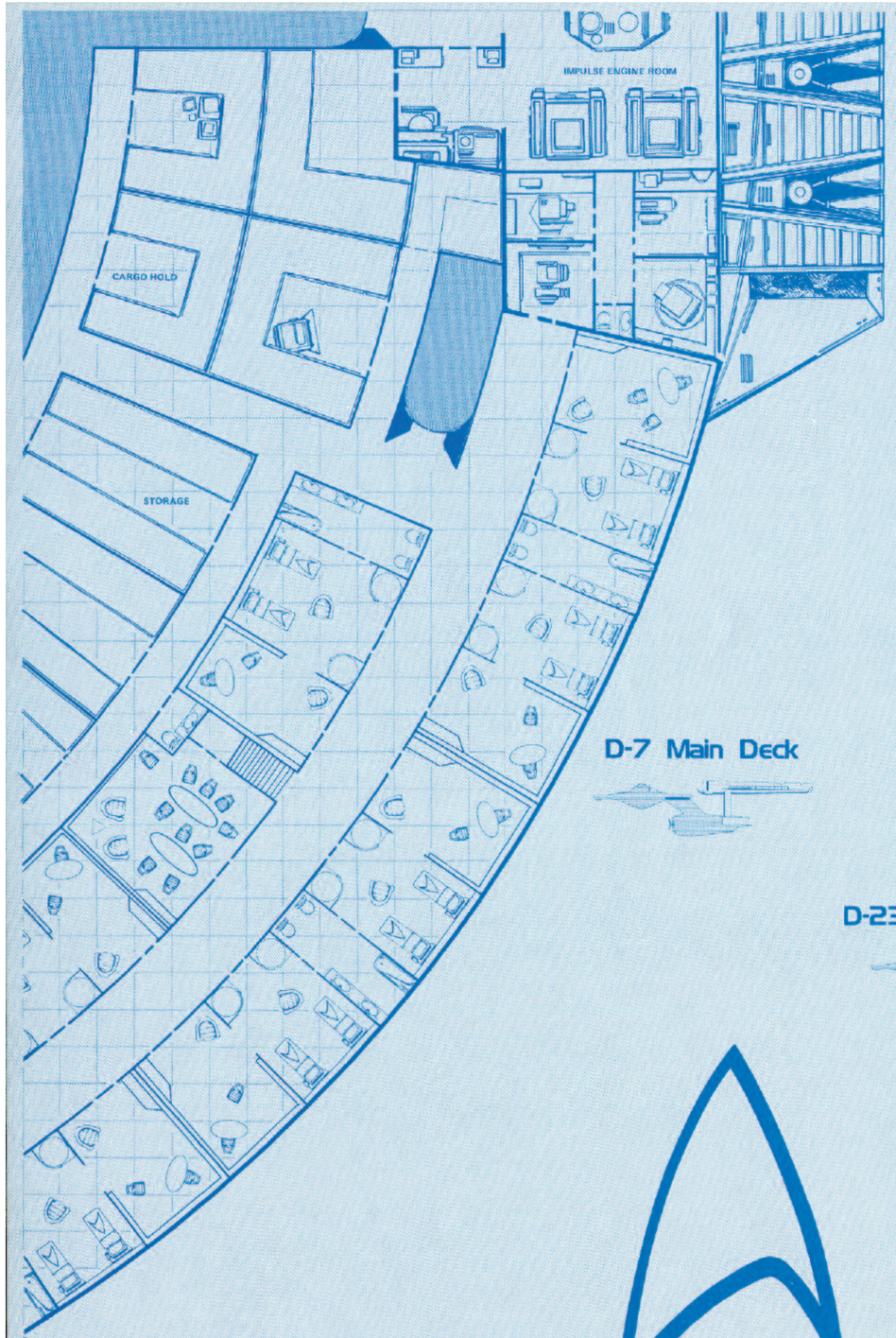
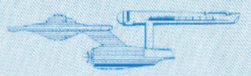
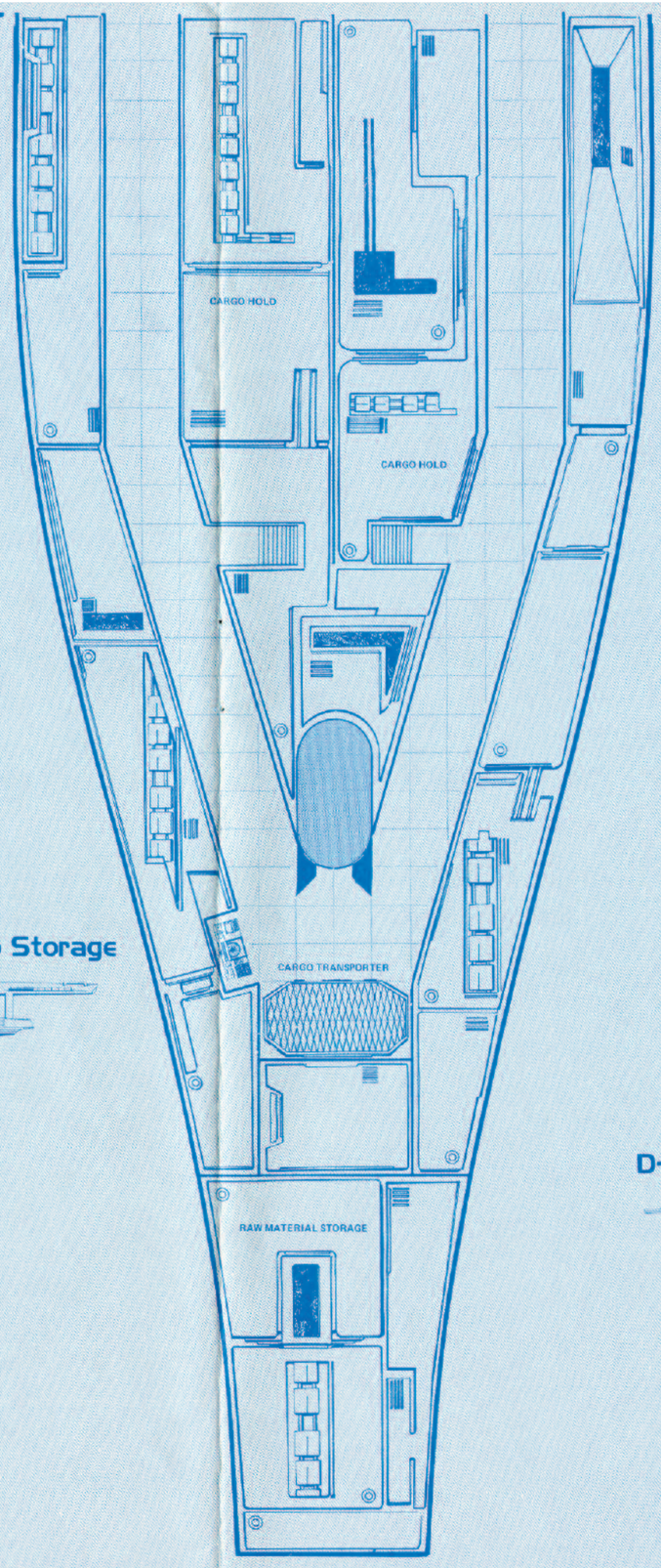


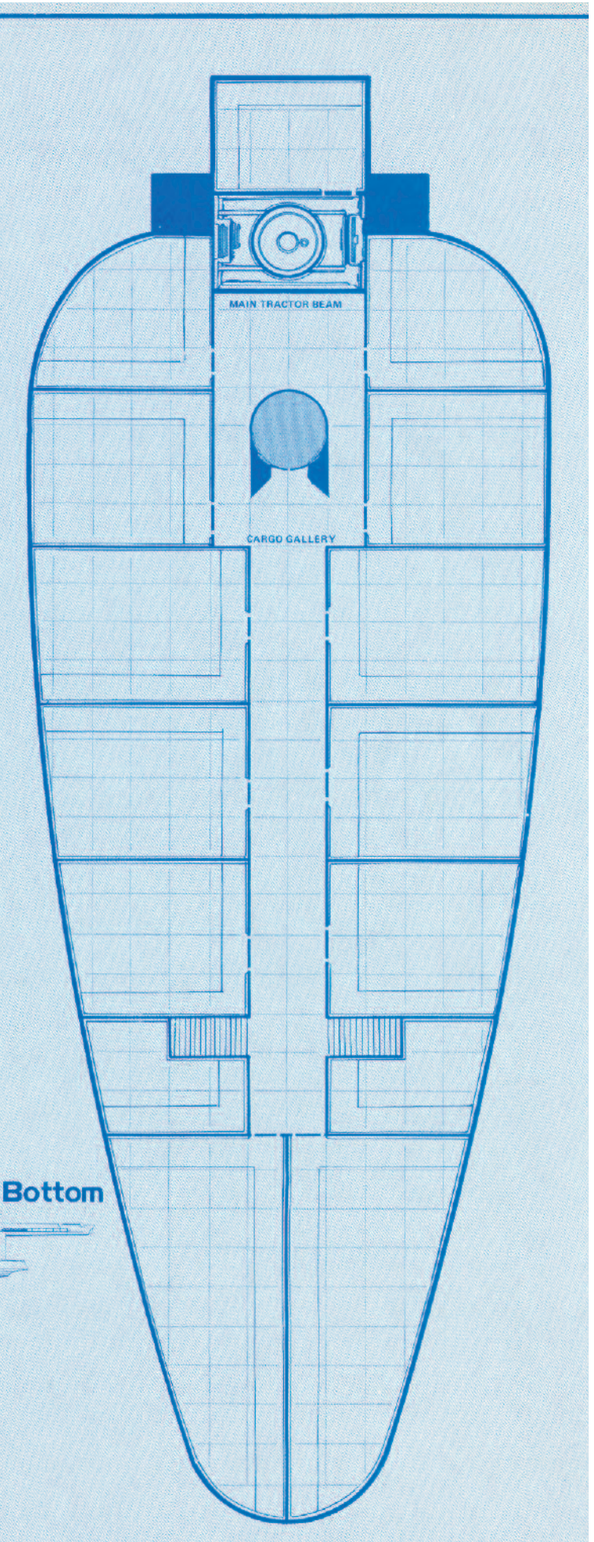
D-7 Main Deck

D-23 Cargo Storage





D-24 Hull Bottom



U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 1 of 9 Side B

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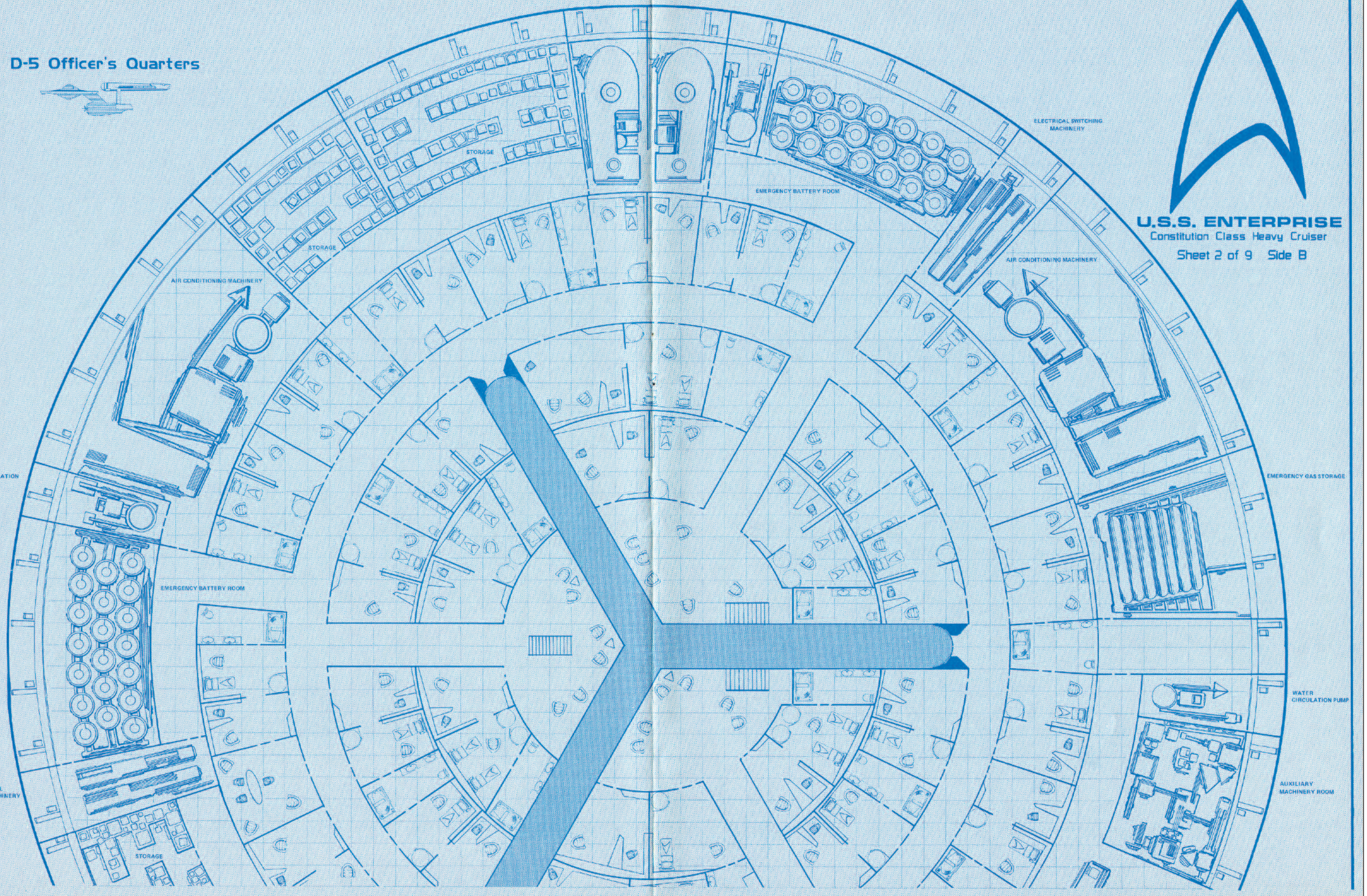
D-5 Officer's Quarters

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 2 of 9 Side B



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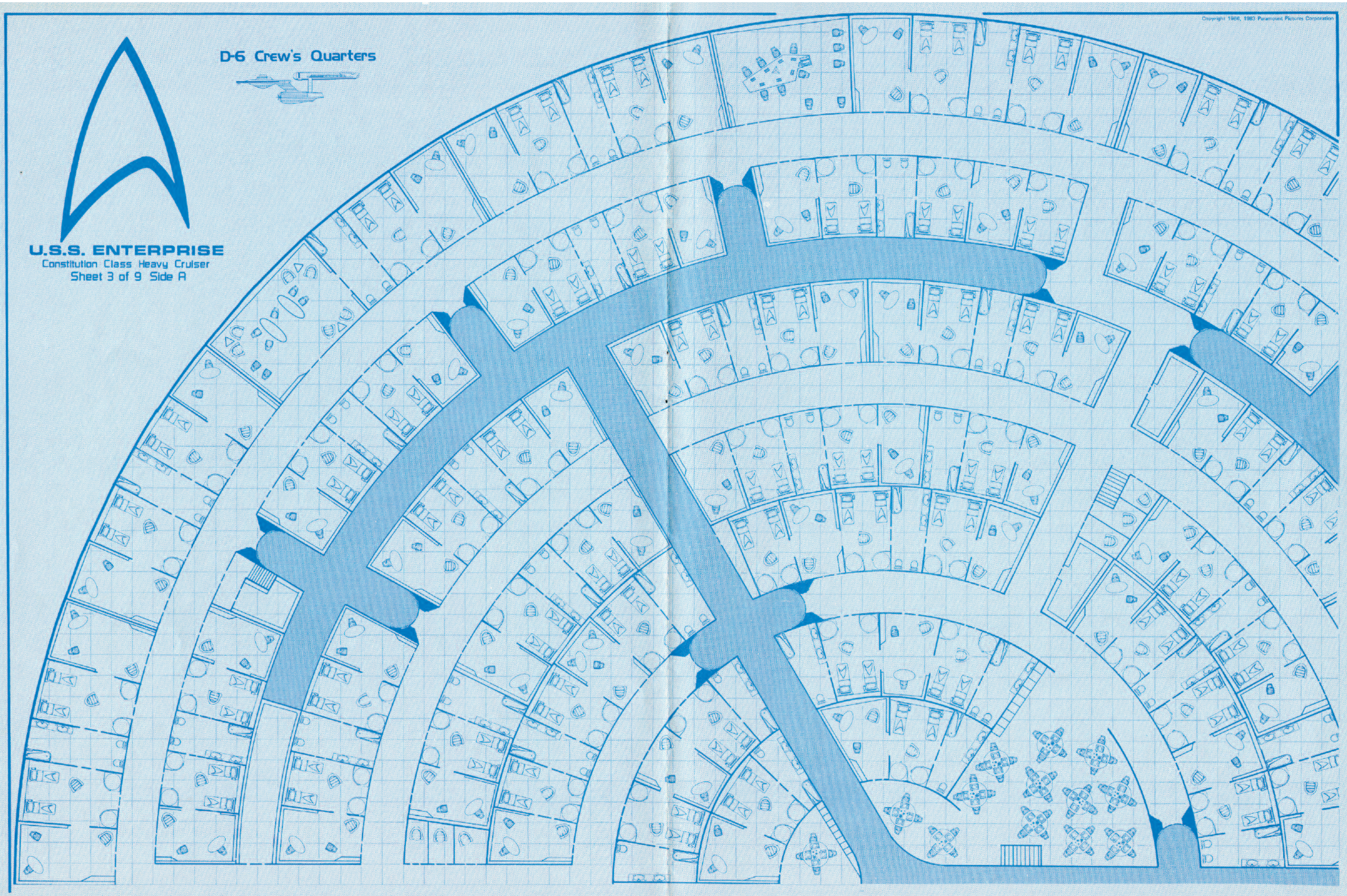
D-6 Crew's Quarters

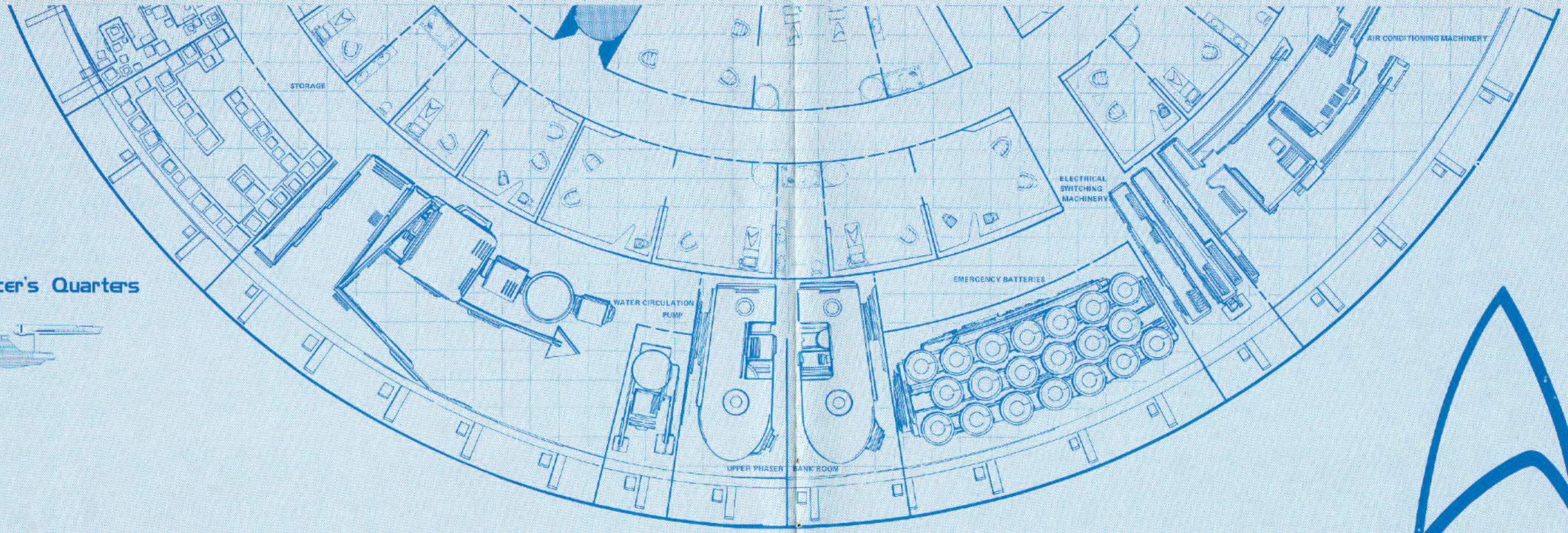
U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 3 of 9 Side A



D-5 Officer's Quarters

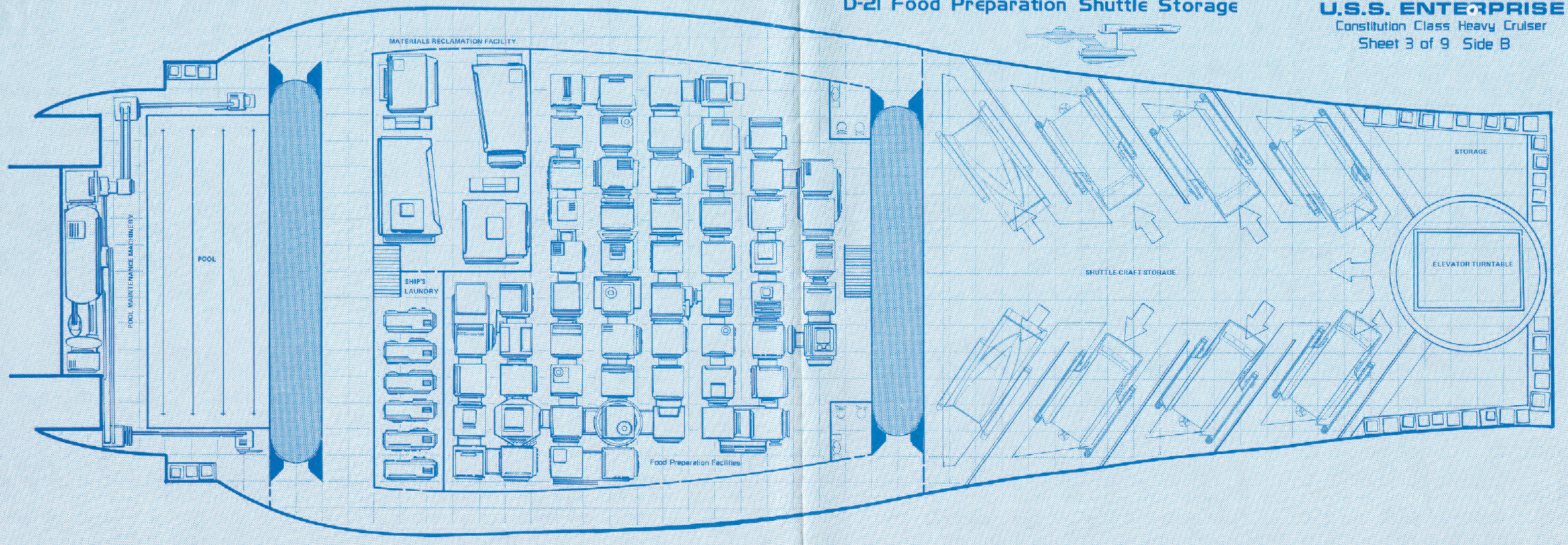


D-21 Food Preparation Shuttle Storage

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 3 of 9 Side B



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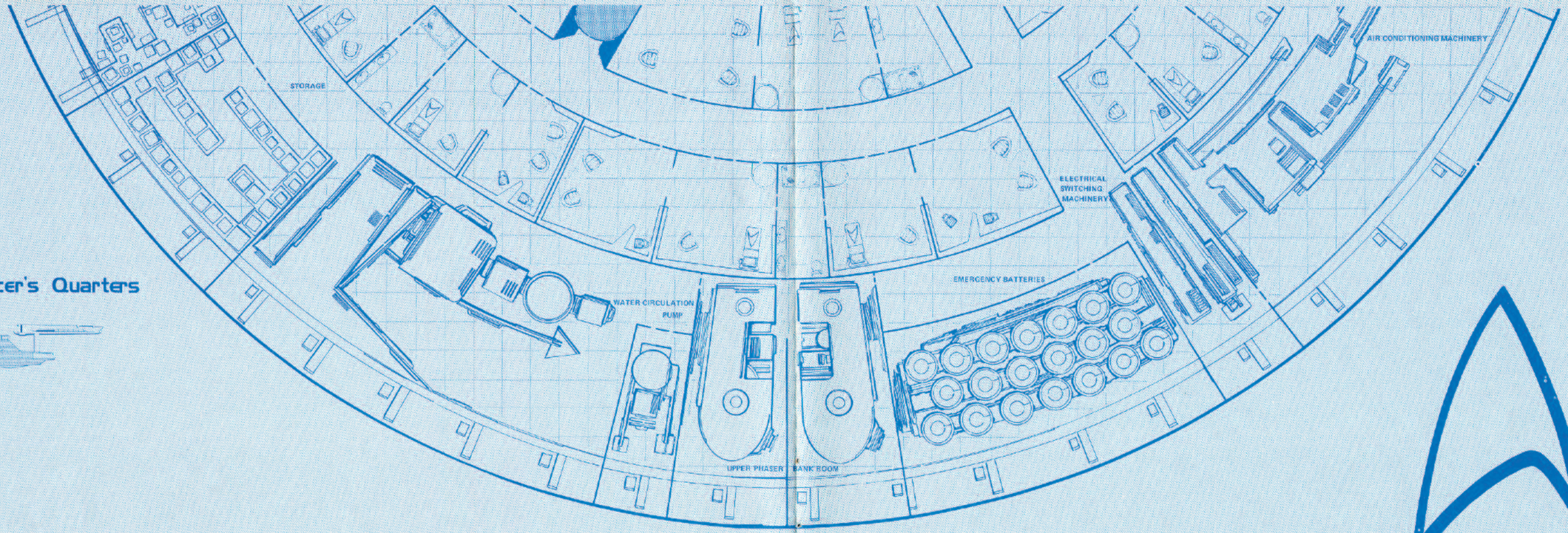
D-5 Officer's Quarters

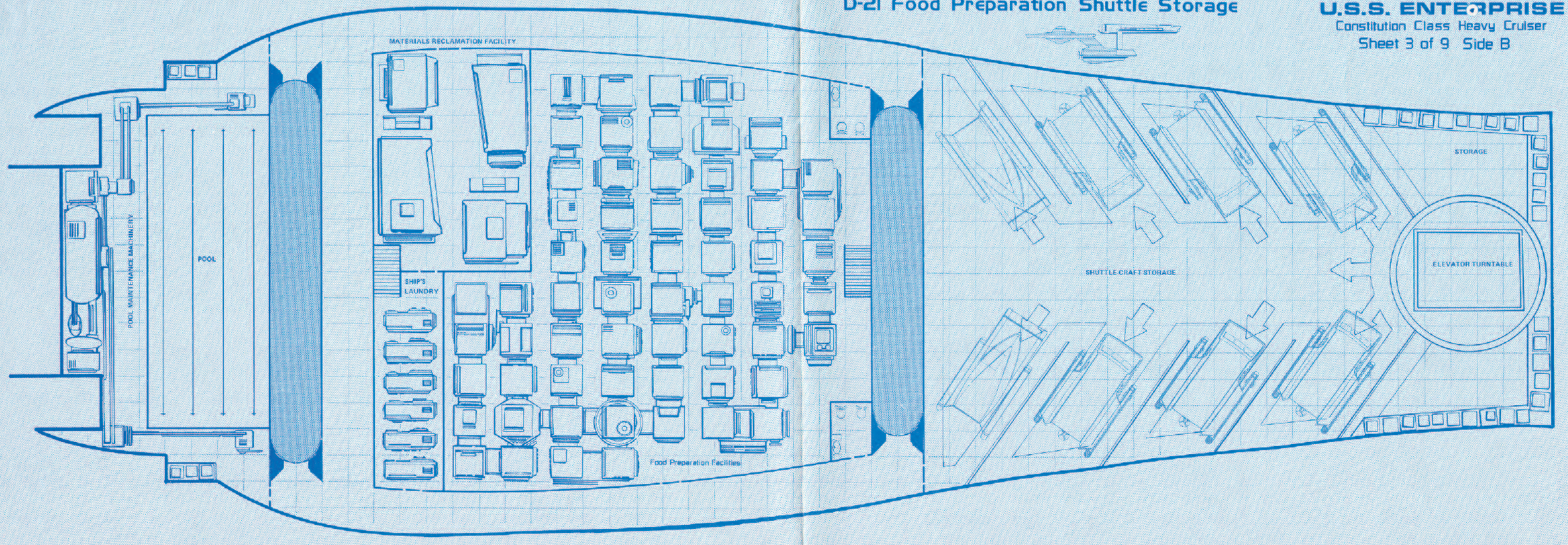


D-21 Food Preparation Shuttle Storage

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 3 of 9 Side B



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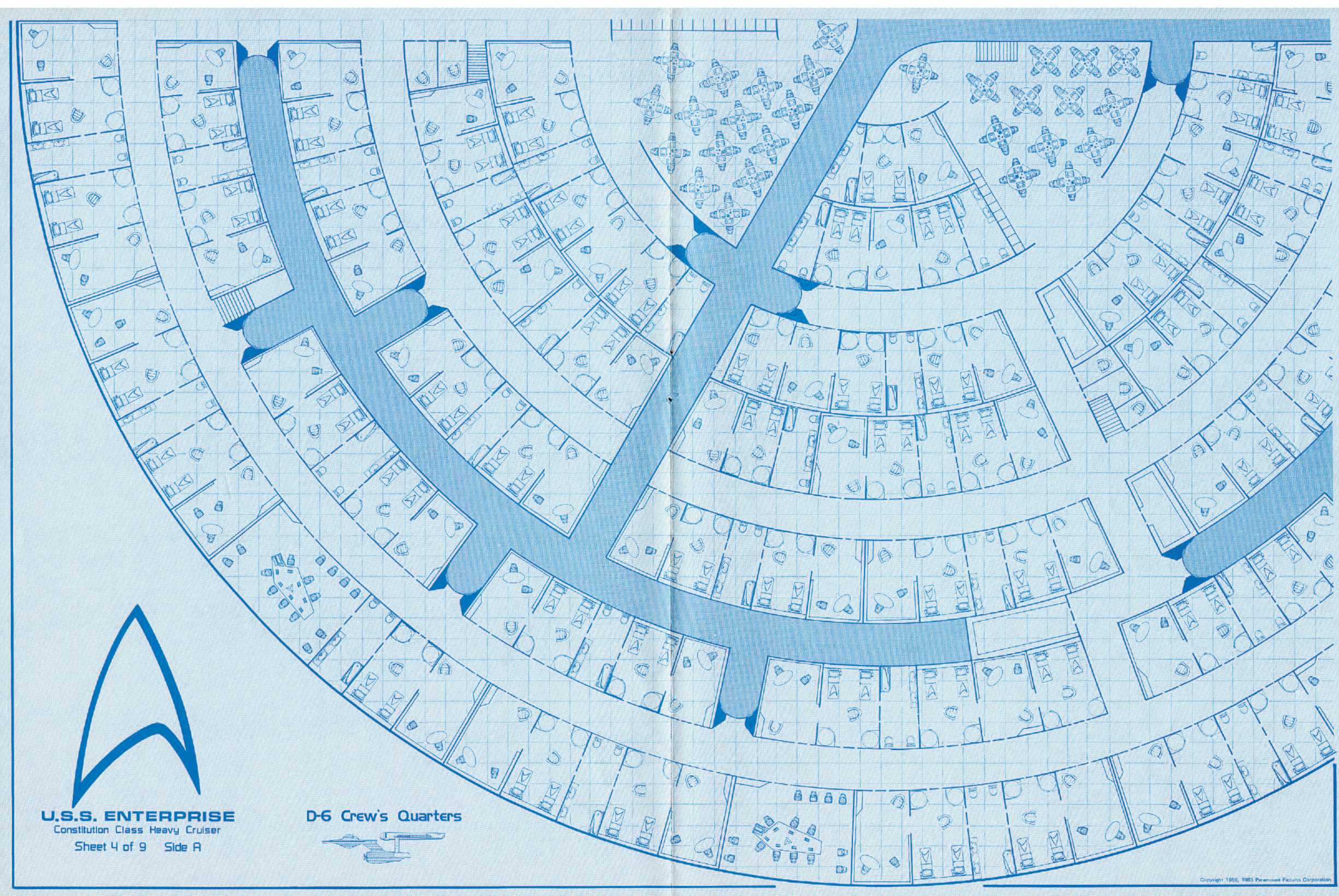

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Constitution Class Heavy Cruiser

Sheet 4 of 9 Side A

D-6 Crew's Quarters

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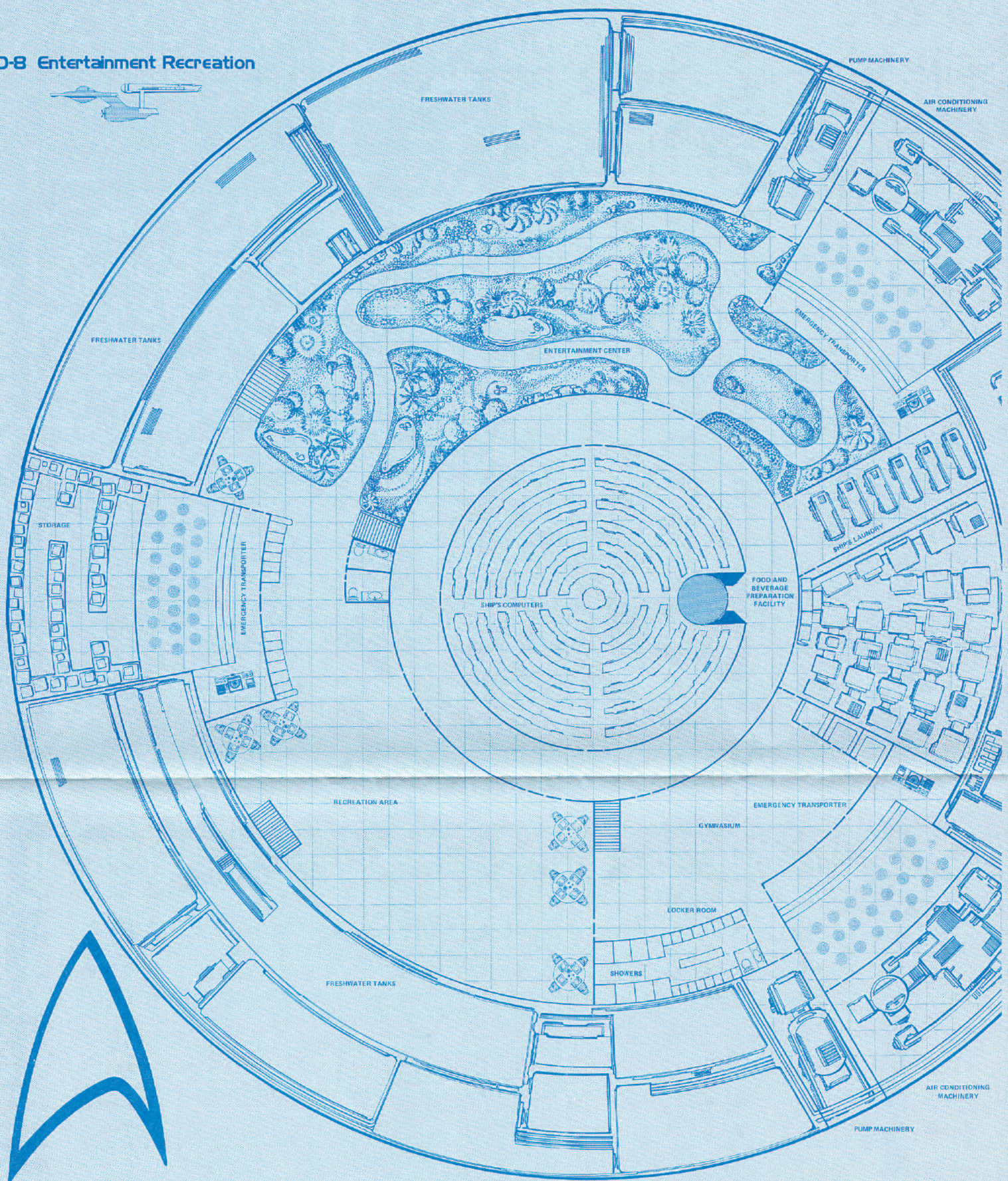
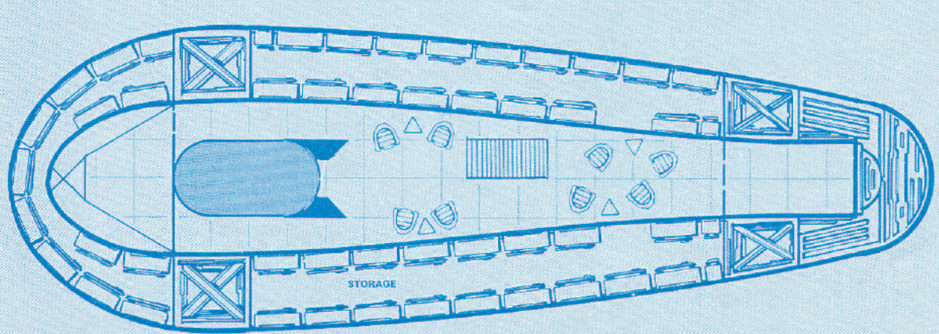
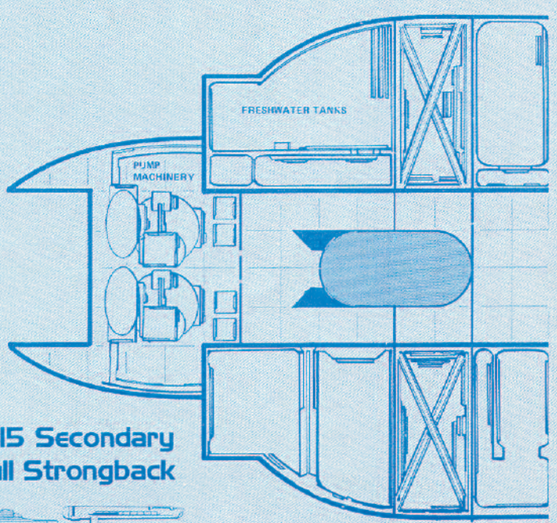
D-8 Entertainment Recreation



U.S.S. ENTERPRISE
Constitution Class Heavy Cruiser
Sheet 4 of 9 Side B



D-14 Dorsal



D-15 Secondary Hull Strongback

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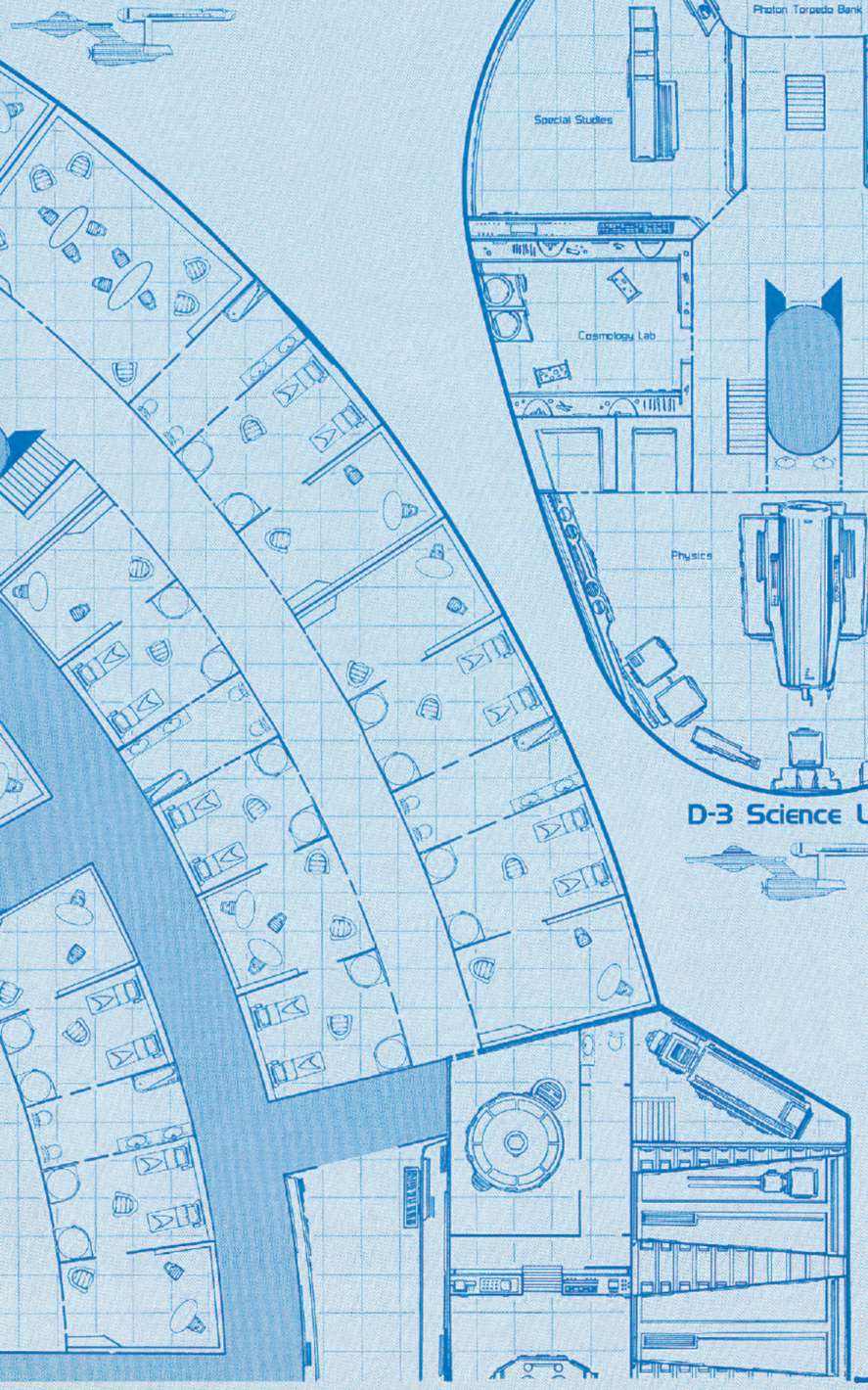
U.S.S. ENTERPRISE

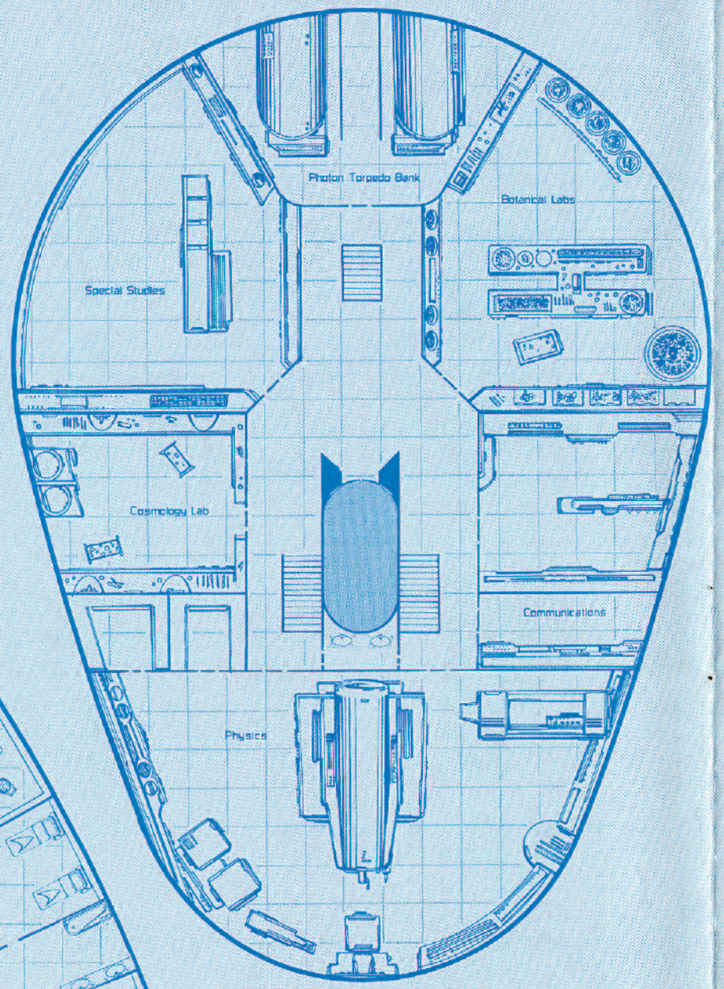
Constitution Class Heavy Cruiser

Sheet 5 of 9 Side A

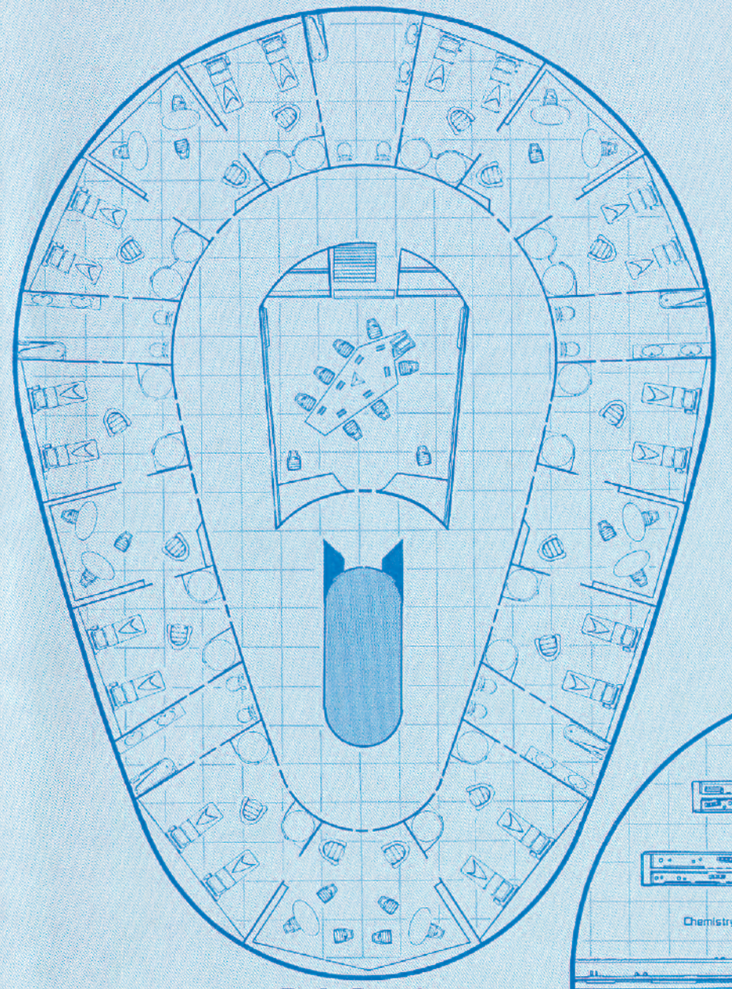
D-6 Crew's Quarters



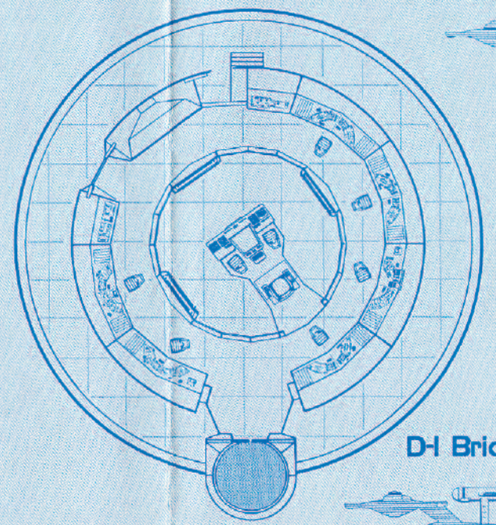
D-3 Science Labs



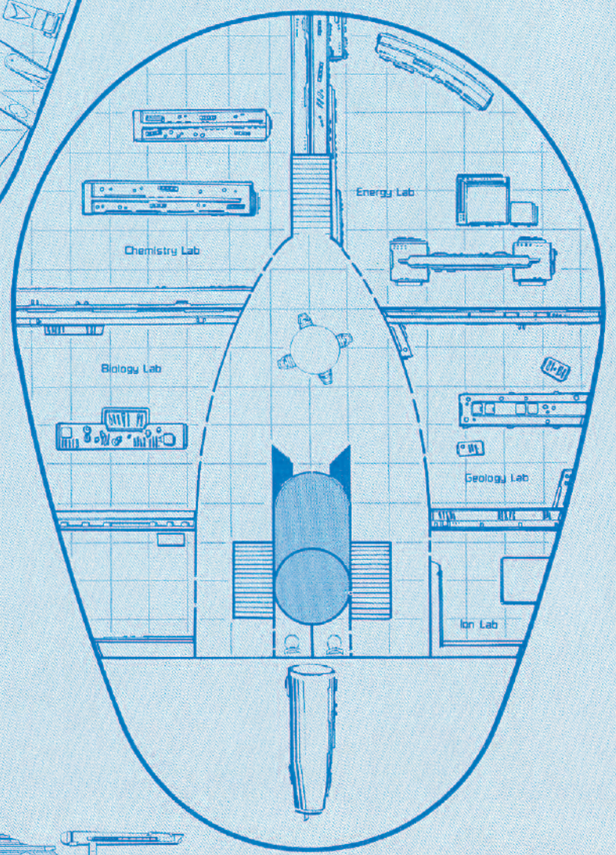
D-4 Quarters



D-1 Bridge



D-2 Sciences



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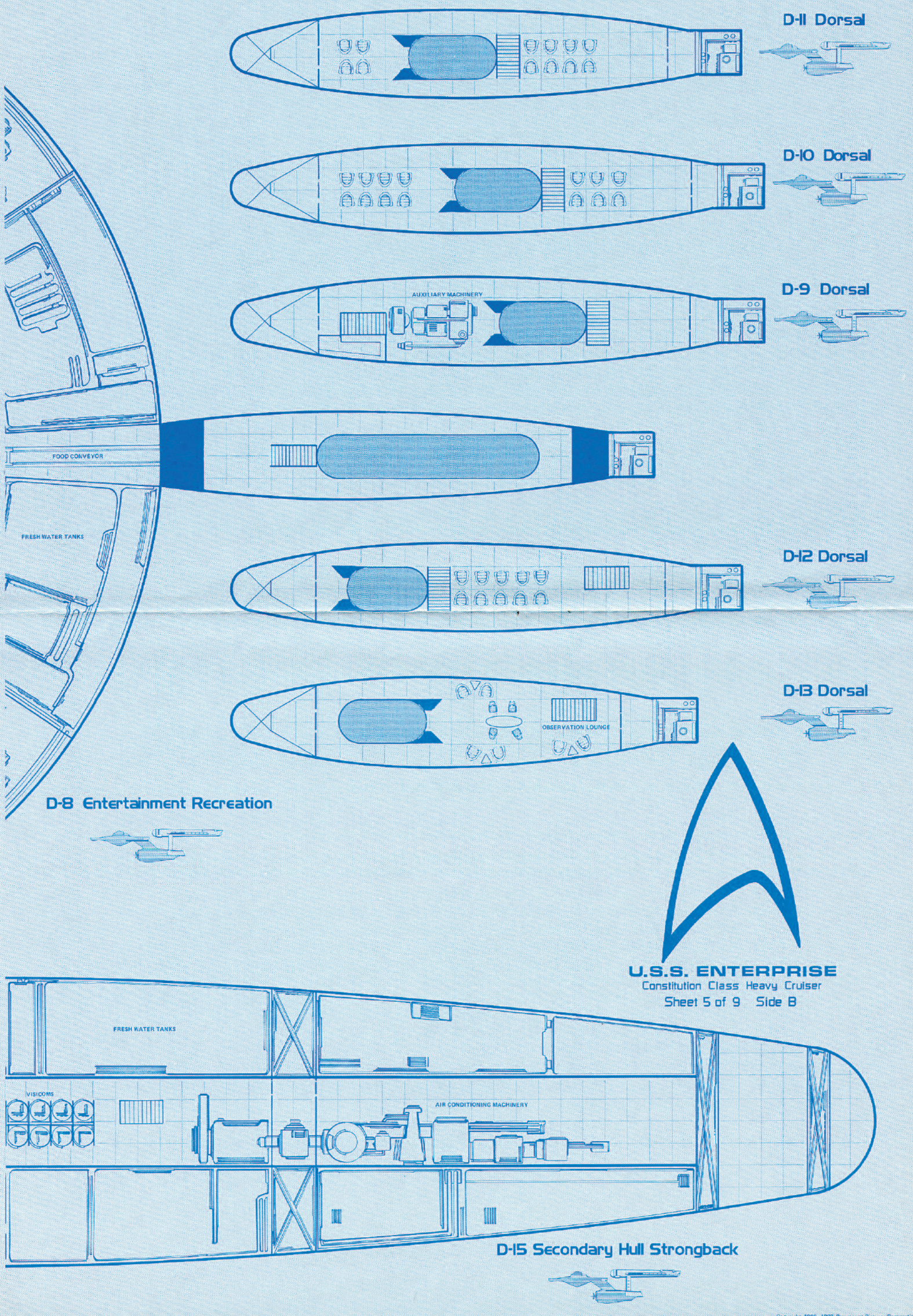

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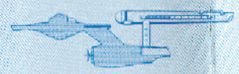
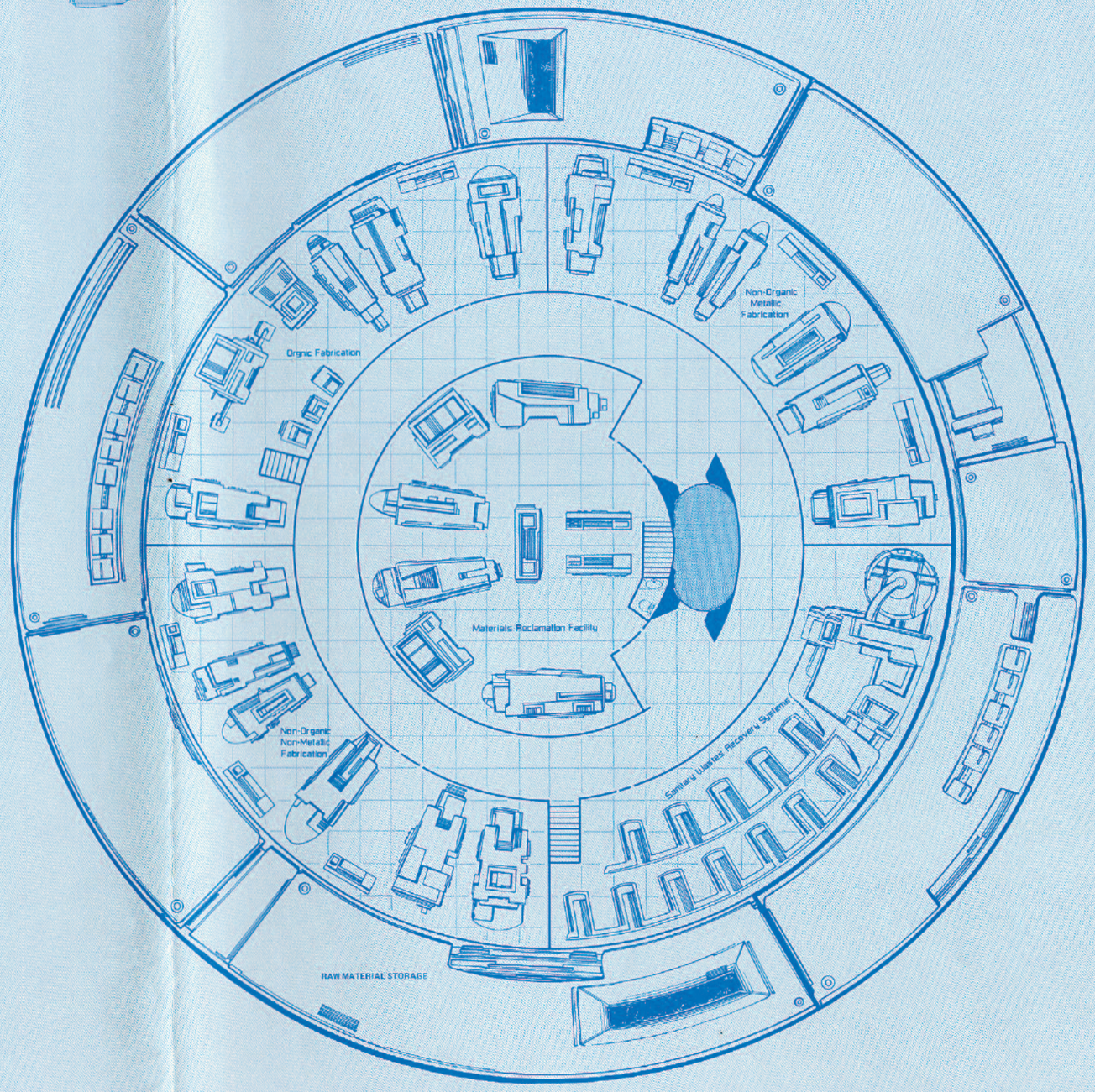
U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 6 of 9 Side A

D-6 Crew's Quarters





D-9 Fabrication

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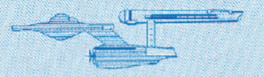
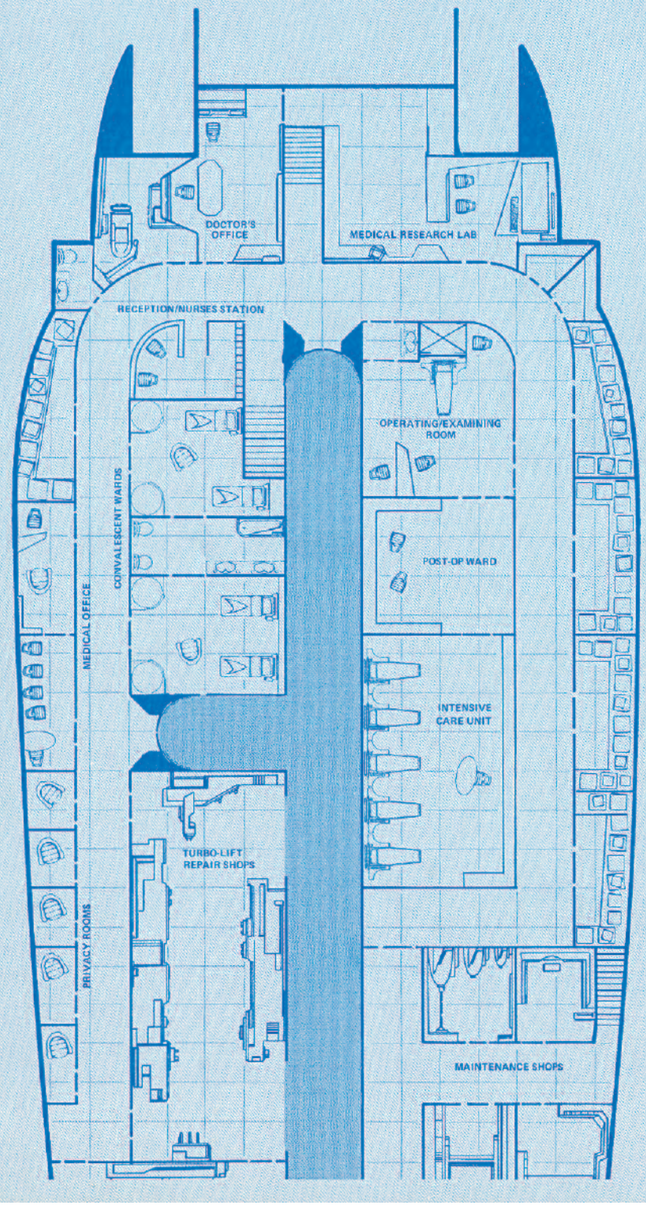
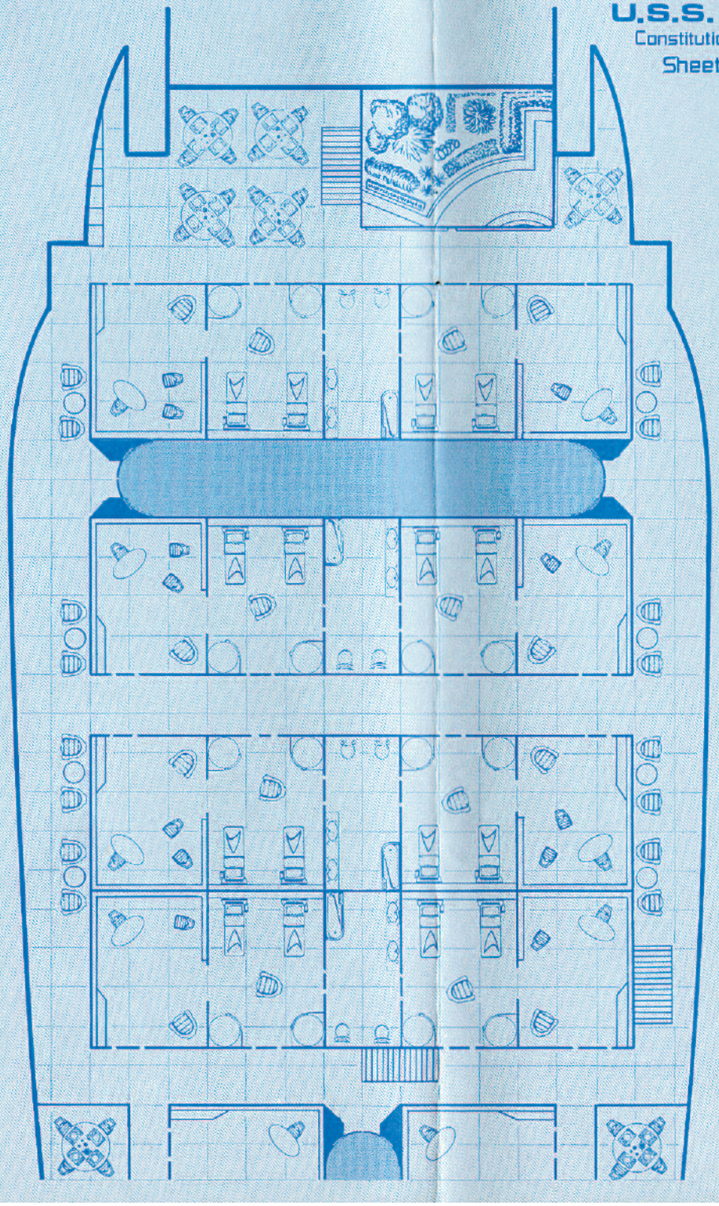
D-16 Medical/Warp Engineering





D-17 Crew's Quarters

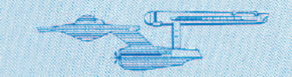


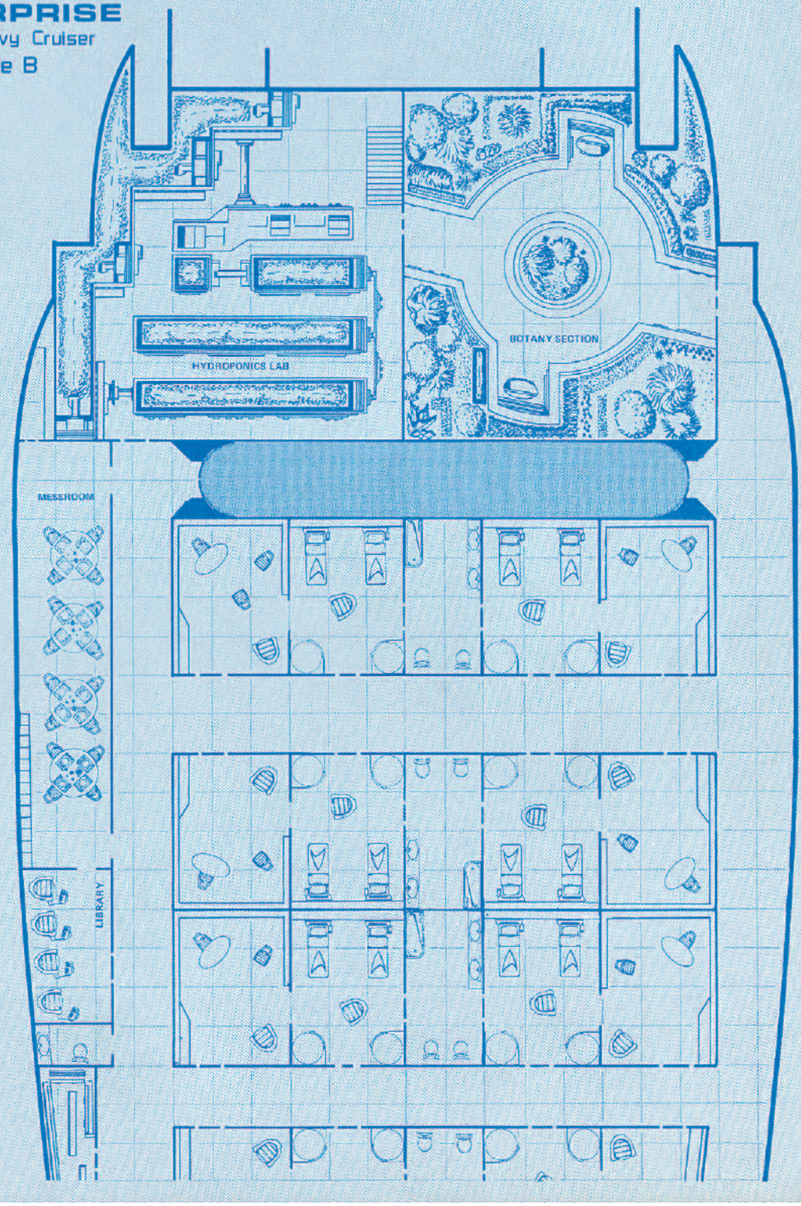
U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 6 of 9 Side B

D-18 Botany/Quarters





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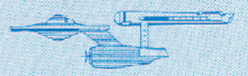
U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 7 of 9 Side A

D-7 Main Deck



CARGO HOLD

STORAGE

SENSORS

VIEWING

TRANSPORTER ROOM NUMBER 2

TRANSPORTER ROOM NUMBER 4

STORAGE

Chapel

DENTIST'S OFFICE

Operating Room
Examining Room

Intensive Care Unit

Chief Surgeon's Lab

Ships Computer

Medical Lab

Emergency Bridge

Ship's Captain's Office

Chart Room

CHIEF NAVIGATOR'S OFFICE

GENERAL STORAGE

ENGINEERING COMPUTERS

MAINTENANCE SHOPS

ENGINEERING SECTION

SHUTTLECRAFT HANGAR

JEFFRIES TUBE
(ACCESS TO MAIN PROPULSION UNIT)

INSPECTION CORRIDOR

D-16 Medical
Warp Engineering

HANGAR DOORS

OBSERVATION GALLERY

SHUTTLECRAFT HANGAR

D-17 Crew's Quarters

CONTROL TOWER

CONTROL TOWER

HANGAR DOORS

SHUTTLECRAFT HANGAR

D-18 Botany/Quarters

HANGAR DOORS

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 7 of 9 Side B

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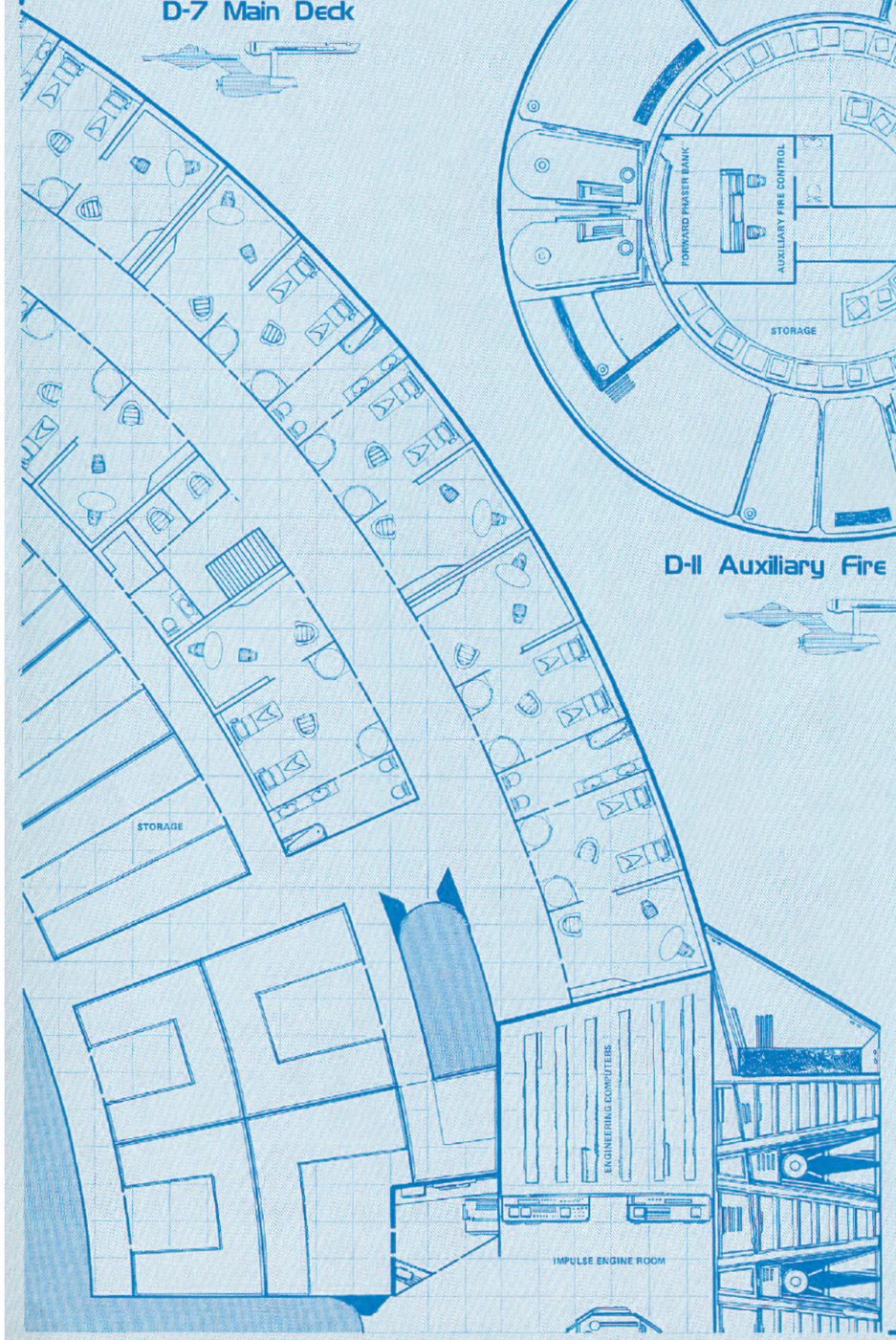
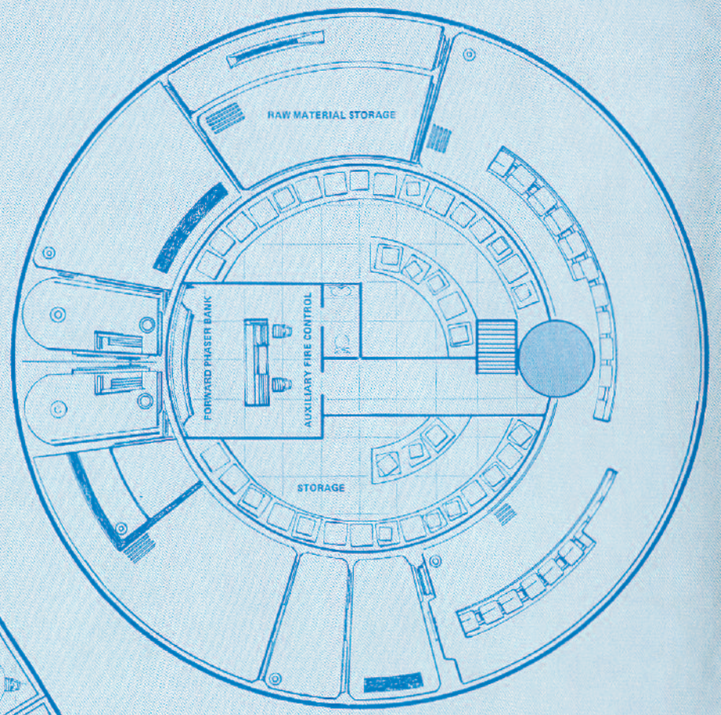
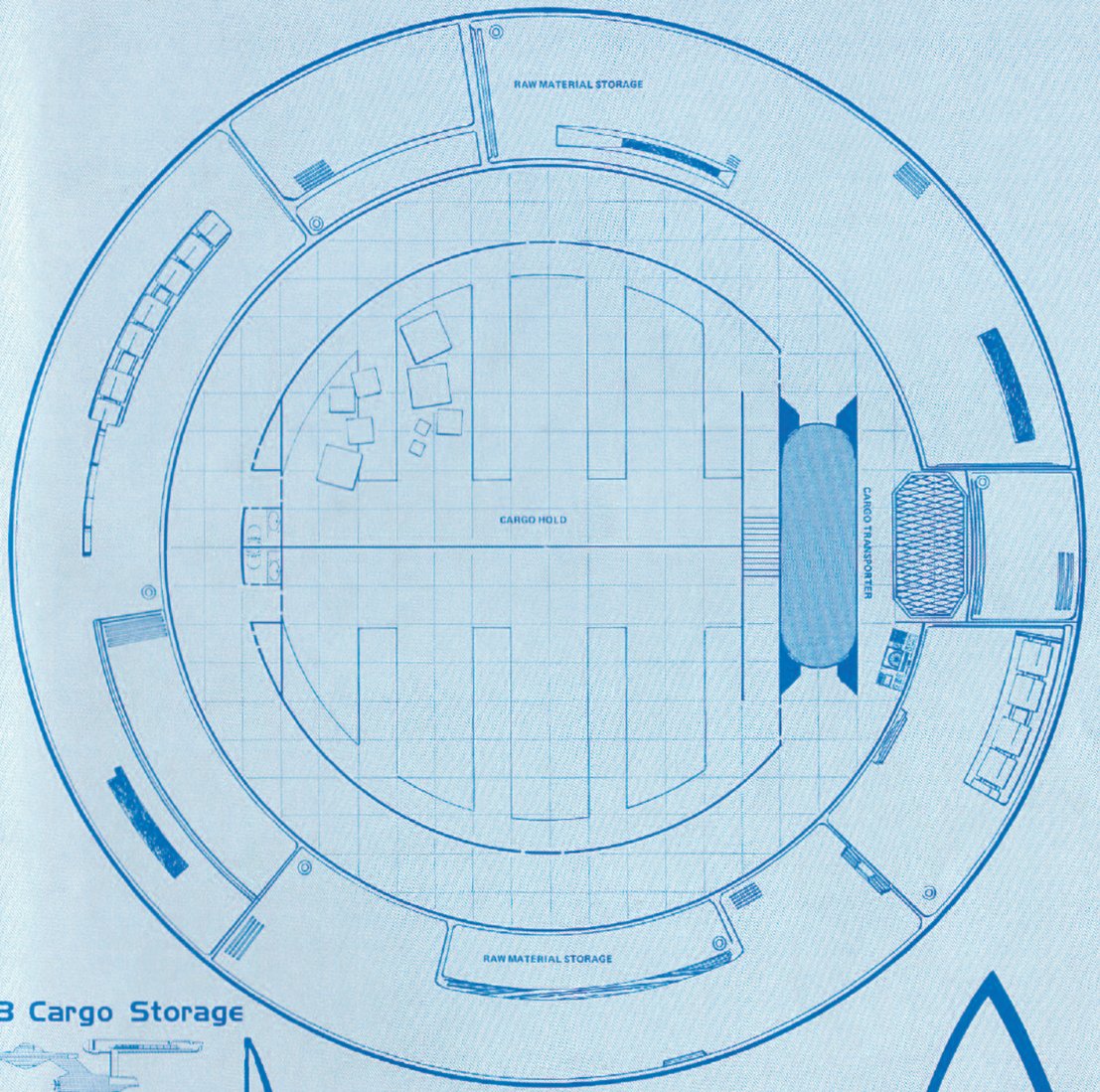
D-7 Main Deck

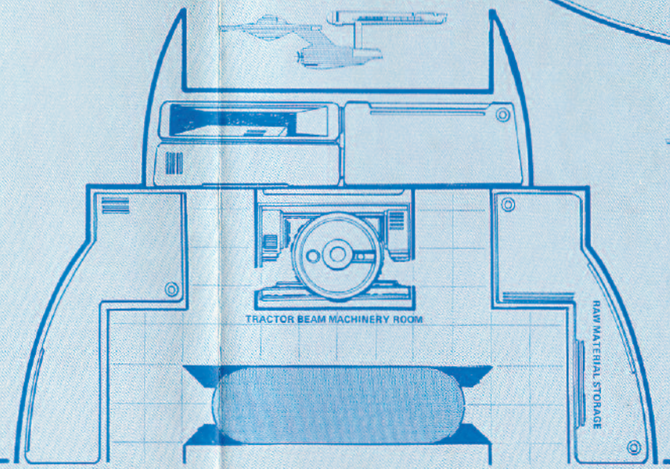




D-11 Auxiliary Fire Control



D-23 Cargo Storage



D-10 Cargo

U.S.S. ENTERPRISE
Constitution Class Heavy Cruiser
Sheet 8 of 9 Side A

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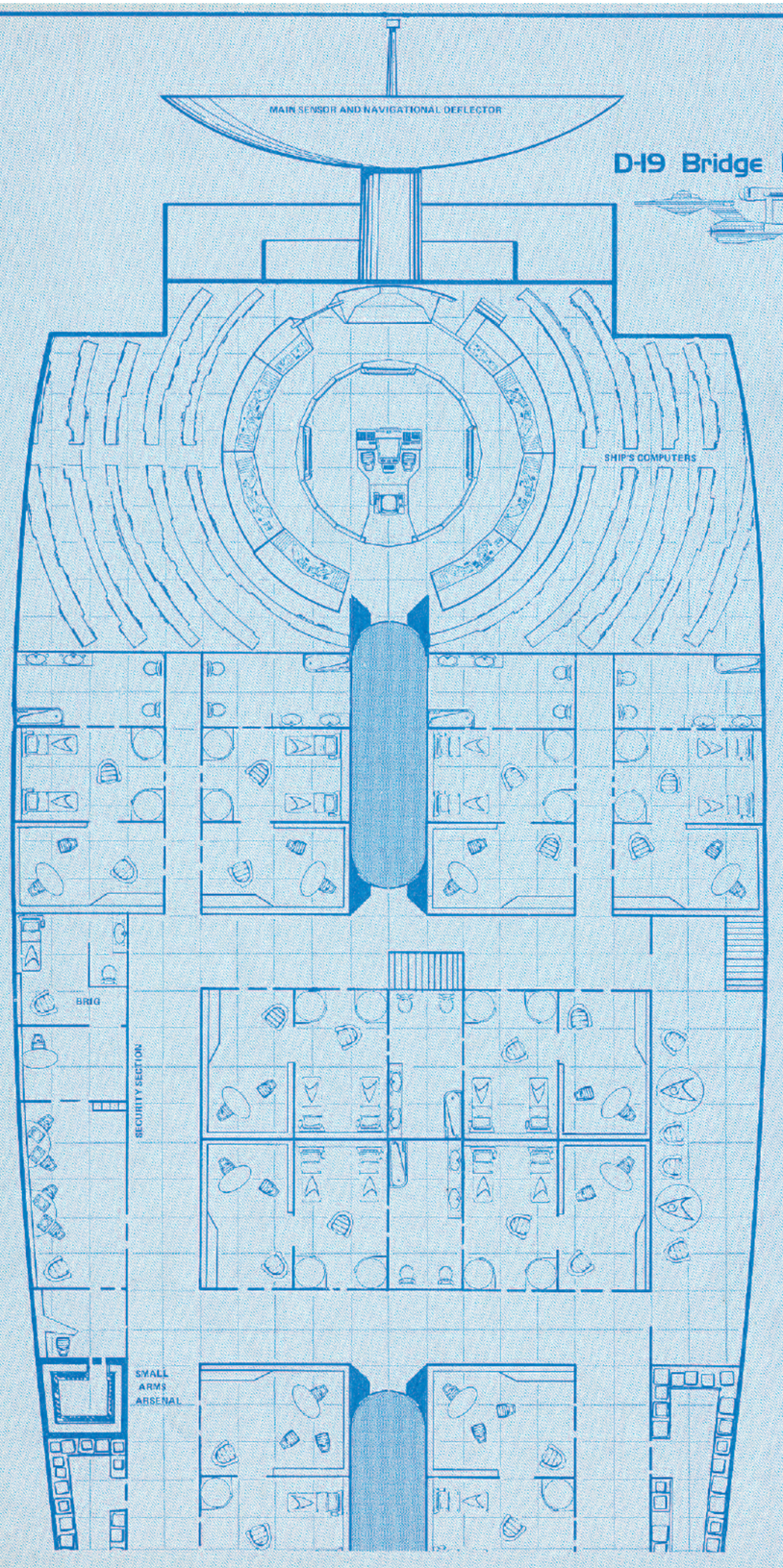
U.S.S. ENTERPRISE

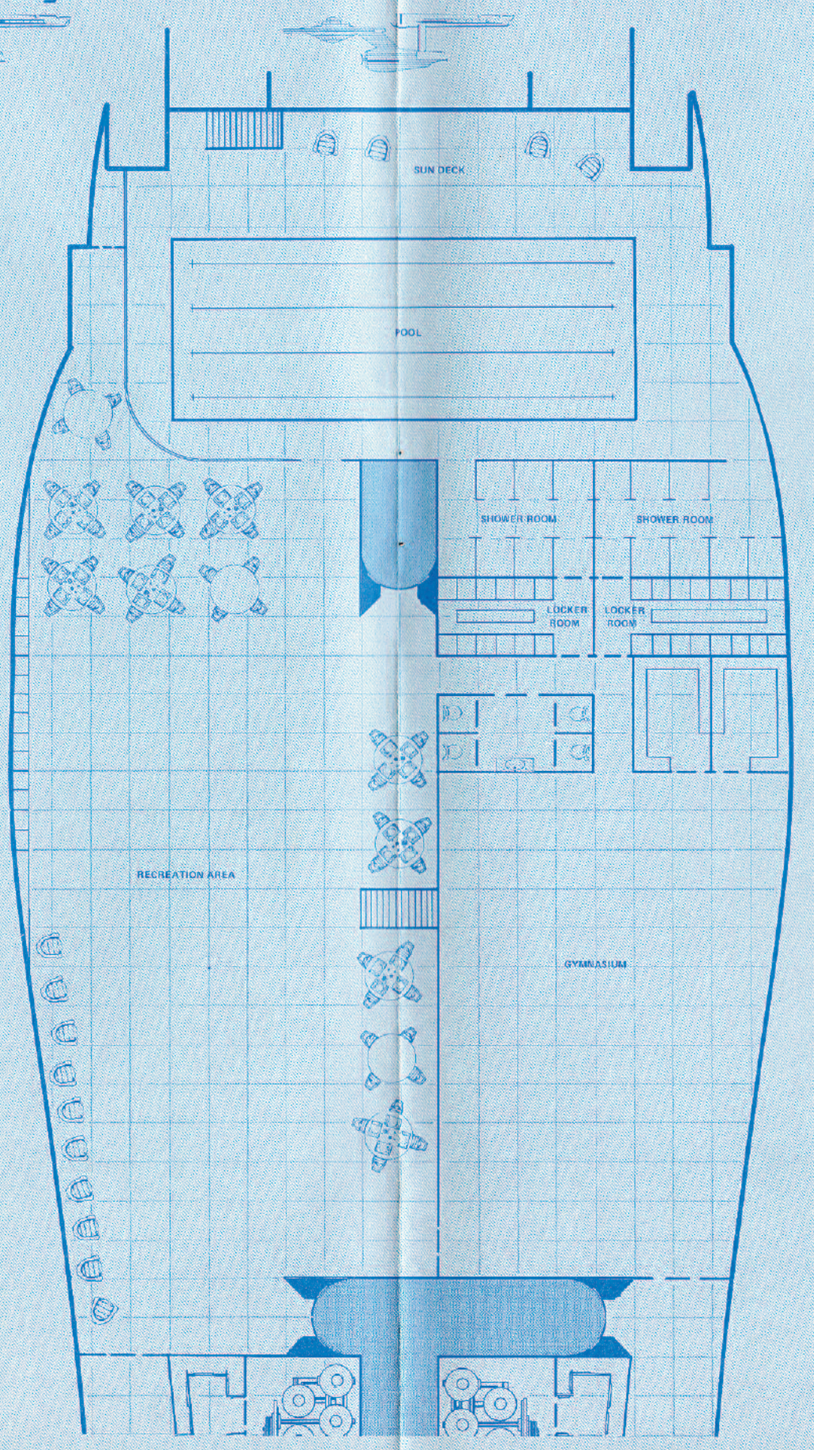
Constitution Class Heavy Cruiser

Sheet 8 of 9 Side B

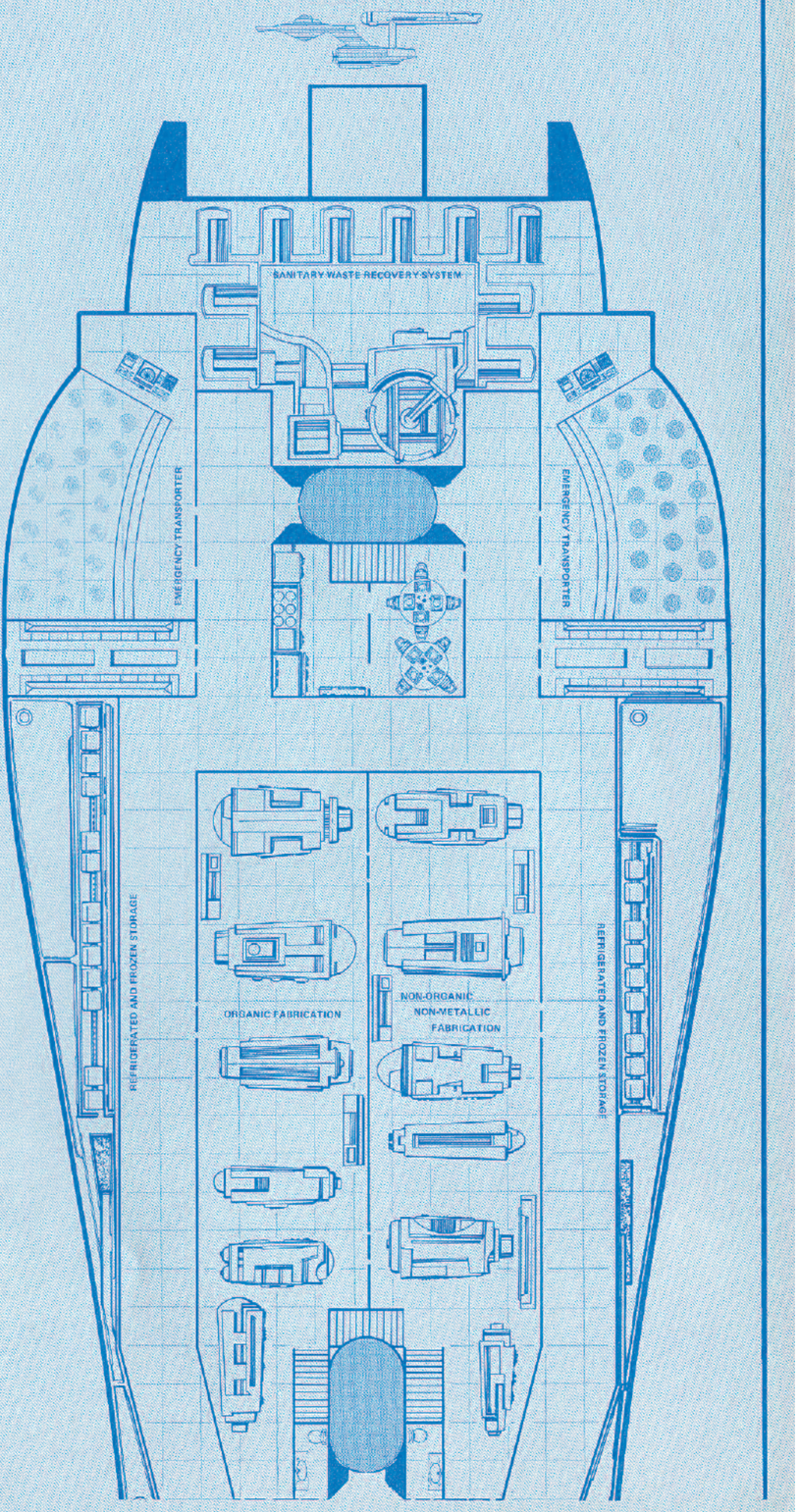
D-19 Bridge Hangar

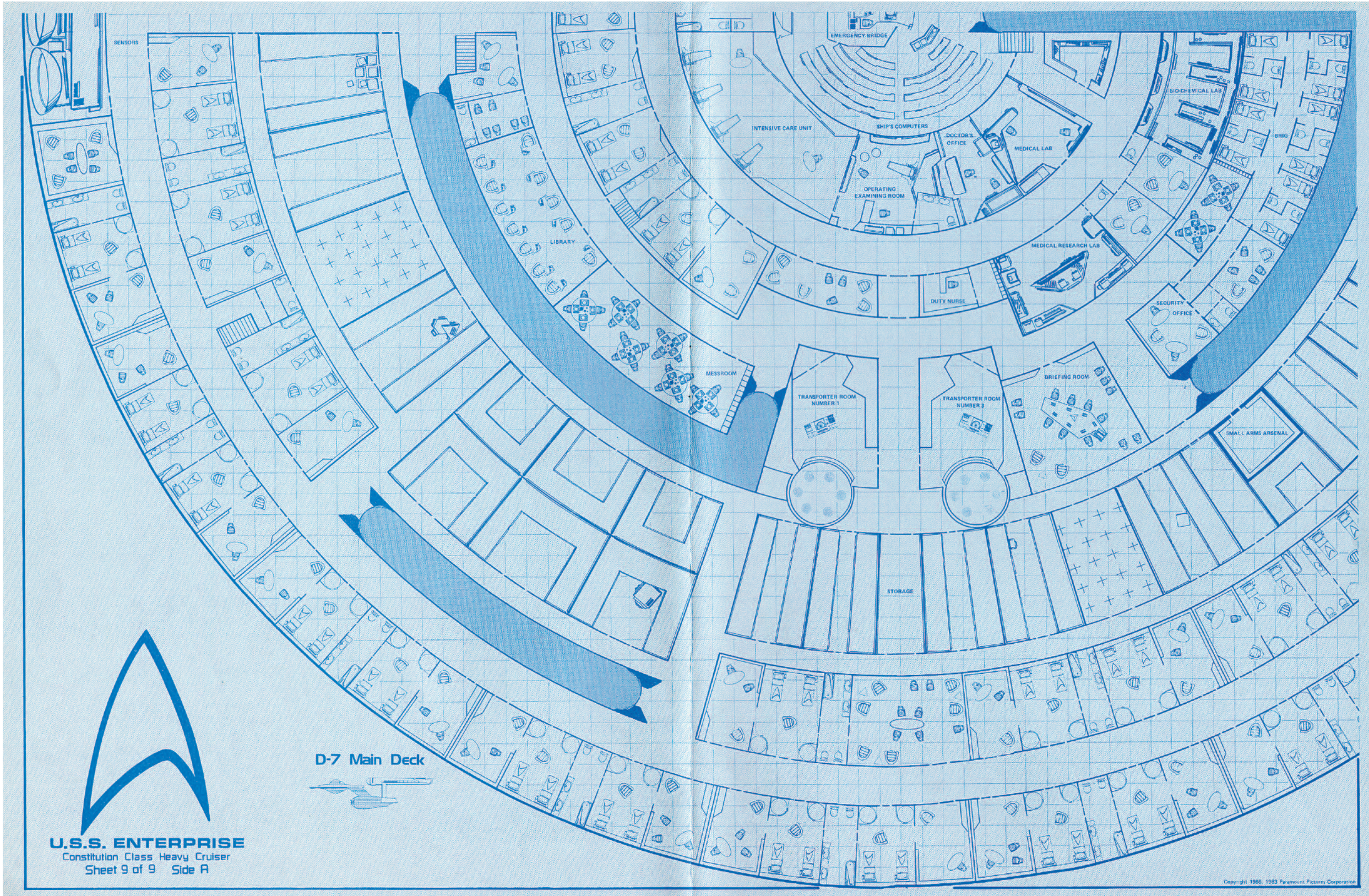


D-20 Recreation Shuttle Maintenance



D-22 Fabrication Facilities





U.S.S. ENTERPRISE
Constitution Class Heavy Cruiser
Sheet 9 of 9 Side A

D-7 Main Deck

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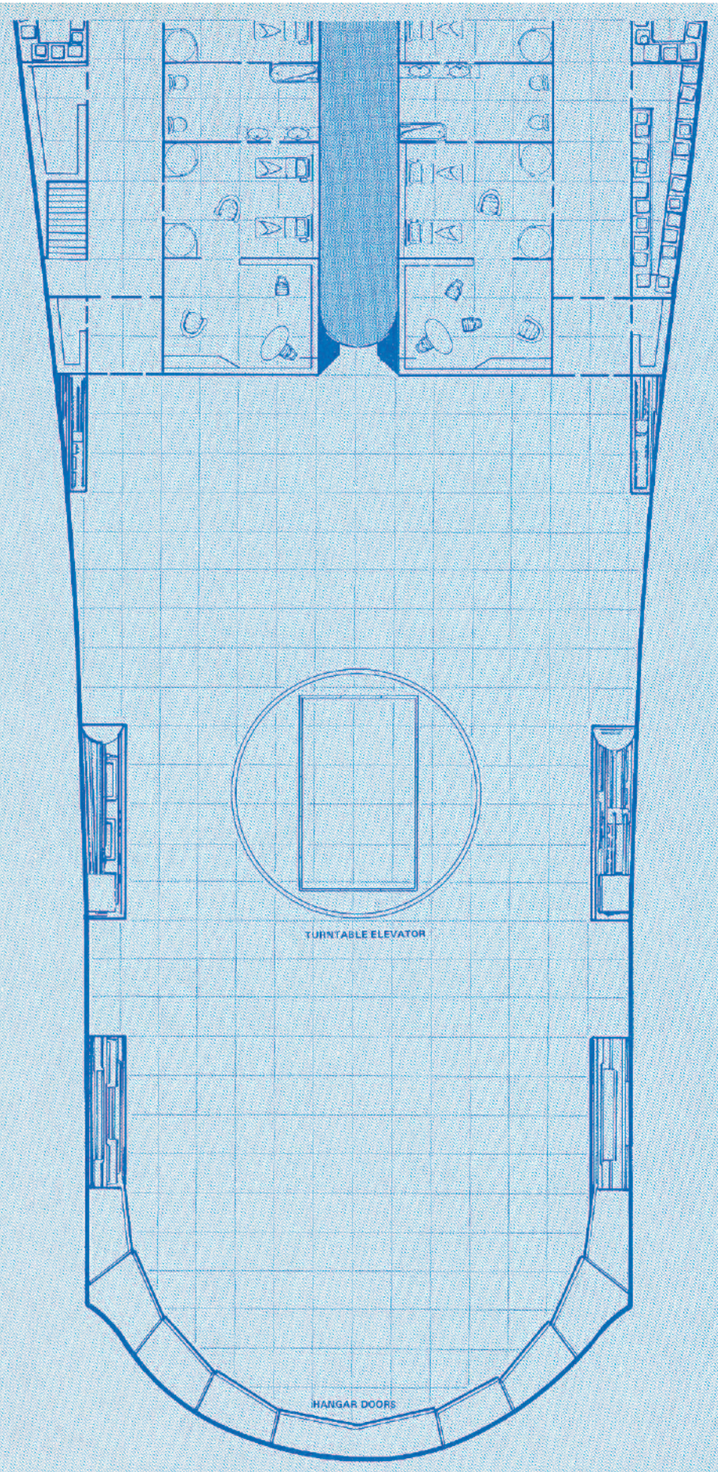
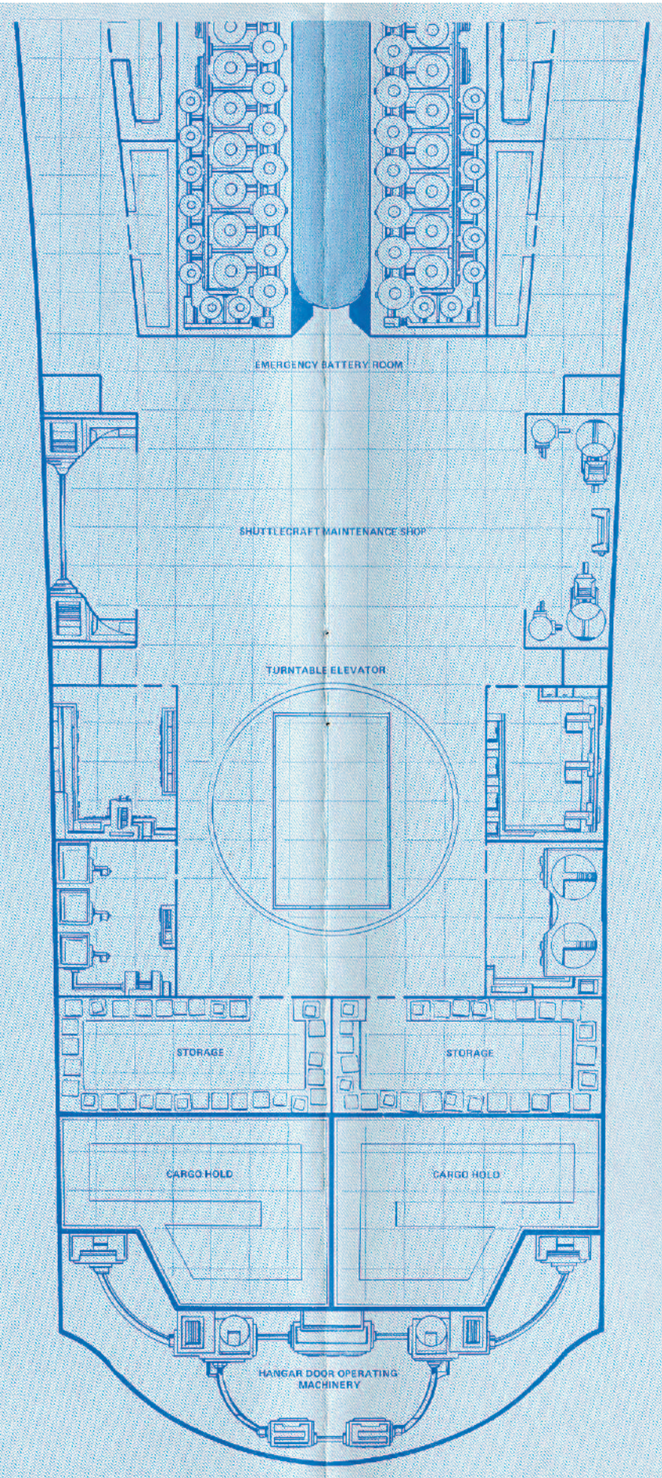
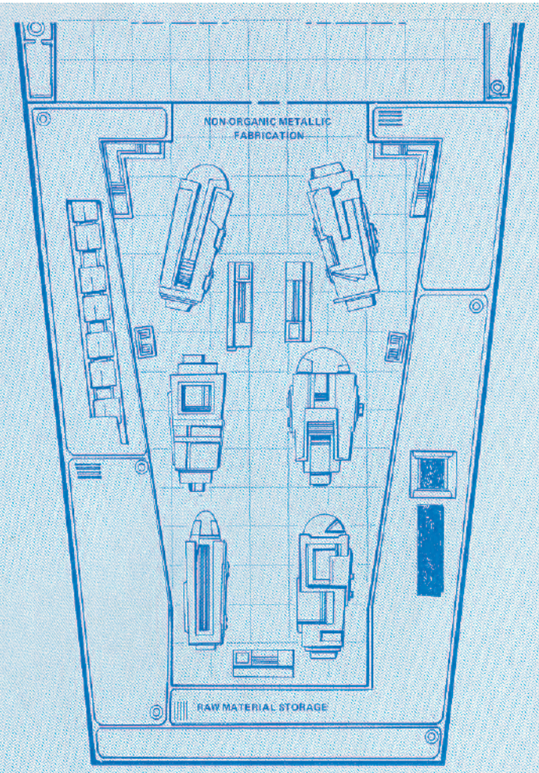


D-19 Bridge Hangar



D-20 Recreation Shuttle Maintenance



D-22 Fabrication Facilities

U.S.S. ENTERPRISE

Constitution Class Heavy Cruiser

Sheet 9 of 9 Side B

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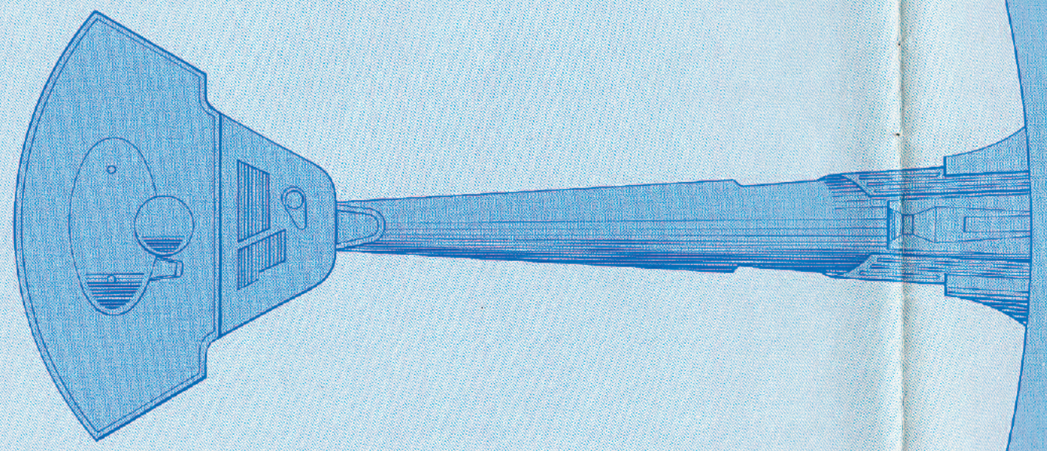
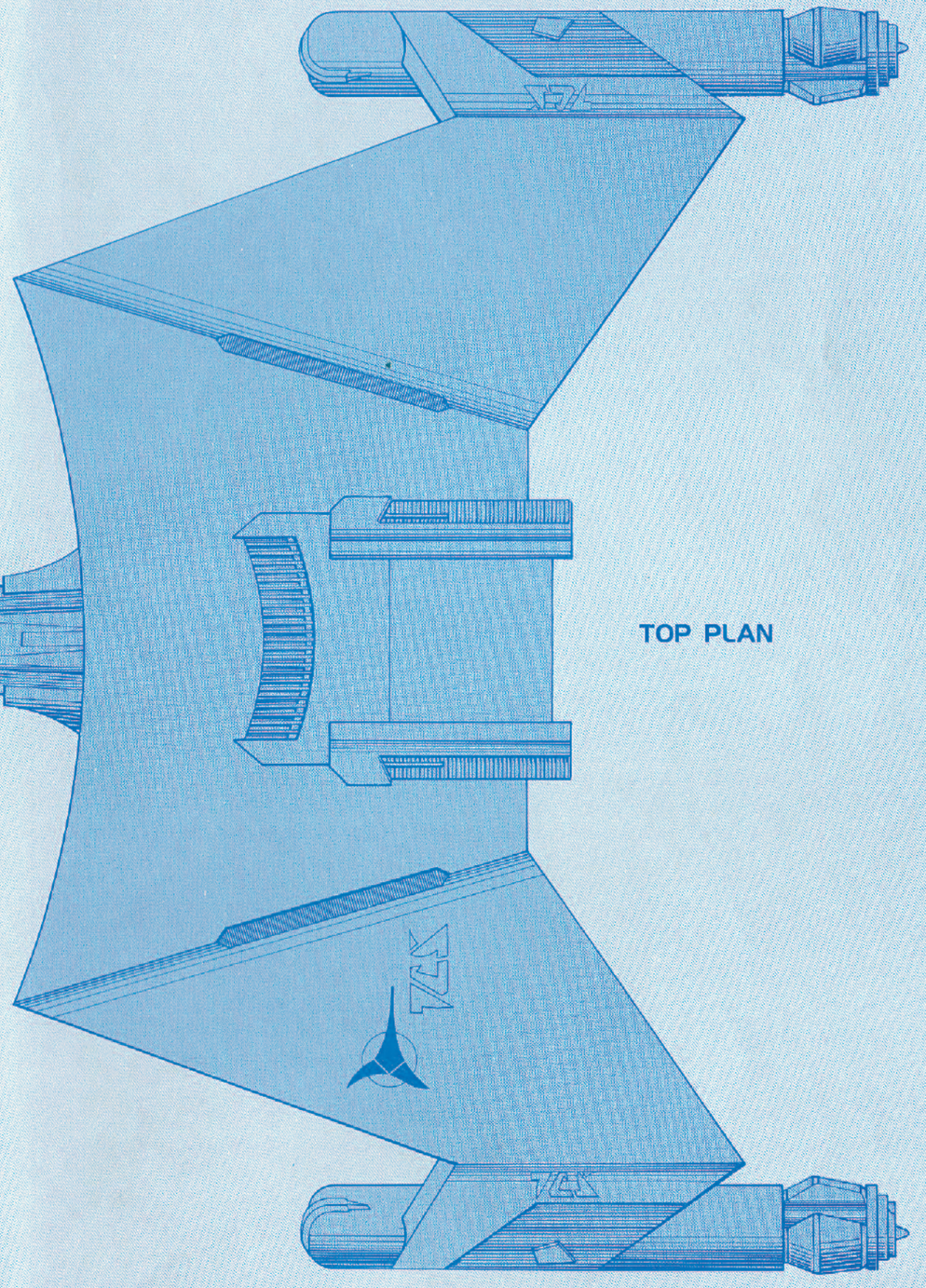
KLINGON

D-7 Class Battle Cruiser

Sheet 1 of 6 Side A





TOP PLAN

LEGEND

- Mess table and chairs
- Standard table and chairs
- Conference table and chairs
- Small desk
- Shower stall
- Surgeon's operating tray and medical analyzer
- 2 man wardrobe
- Sink
- Toilet
- Single bed with nightstand
- Bunk bed
- Intensive care bed
- Officer's desk
- Chair
- Bridge weapon's control console
- Captain's chair
- Transporter console
- Transporter disc

The packet of plans was designed and drawn by FASA Corporation, P. O. Box 6930 Chicago, IL 60680

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D-0
SENSORS

D-1
BRIDGE

D-2
MEDICAL LABS

D-3
SICK BAY

D-4
OFFICES

D-5
FOOD PREP. OFFICER'S MESS

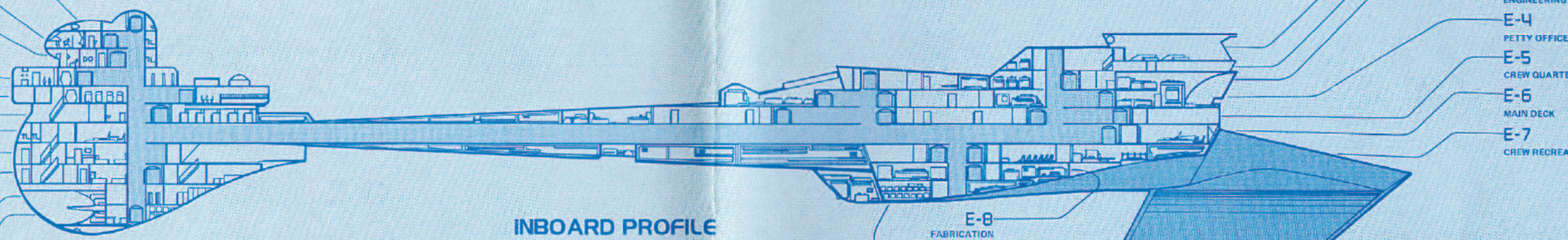
D-6
MAIN DECK

D-7
SR. OFFICERS' QUARTERS

D-8
JR. OFFICERS' QUARTERS

D-9
INTELLIGENCE

D-10
MAIN SENSOR



E-1
HANGAR DECK

E-2
SHUTTLE CRAFT MAINTENANCE

E-3
ENGINEERING

E-4
PETTY OFFICERS'/ENGINEERING

E-5
CREW QUARTERS AND SICK BAY

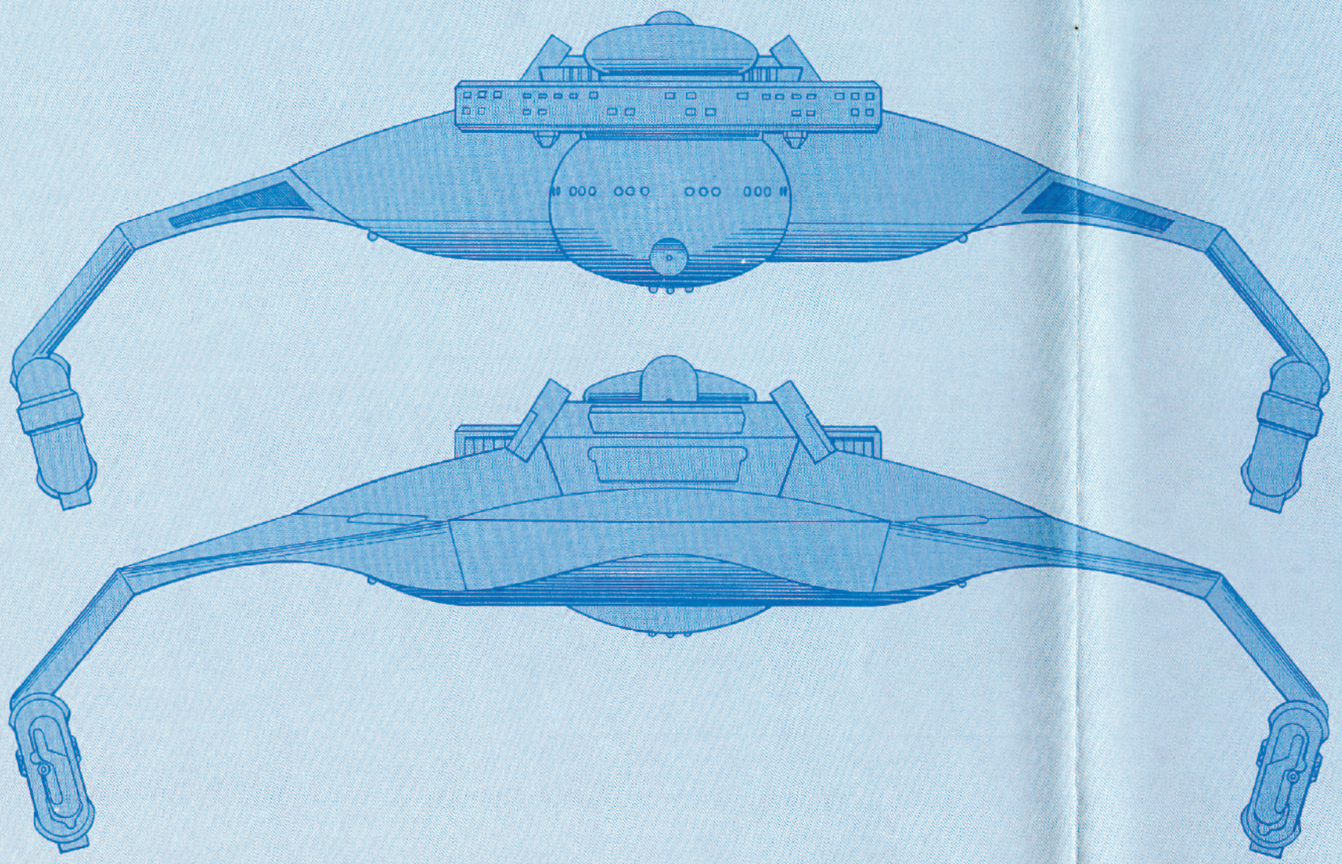
E-6
MAIN DECK

E-7
CREW RECREATION

E-8
FABRICATION

E-9
CARGO

INBOARD PROFILE



BOW ELEVATION

STERN ELEVATION

KLINGON
D-7 Class Battle Cruiser

Sheet 2 of 6 Side A

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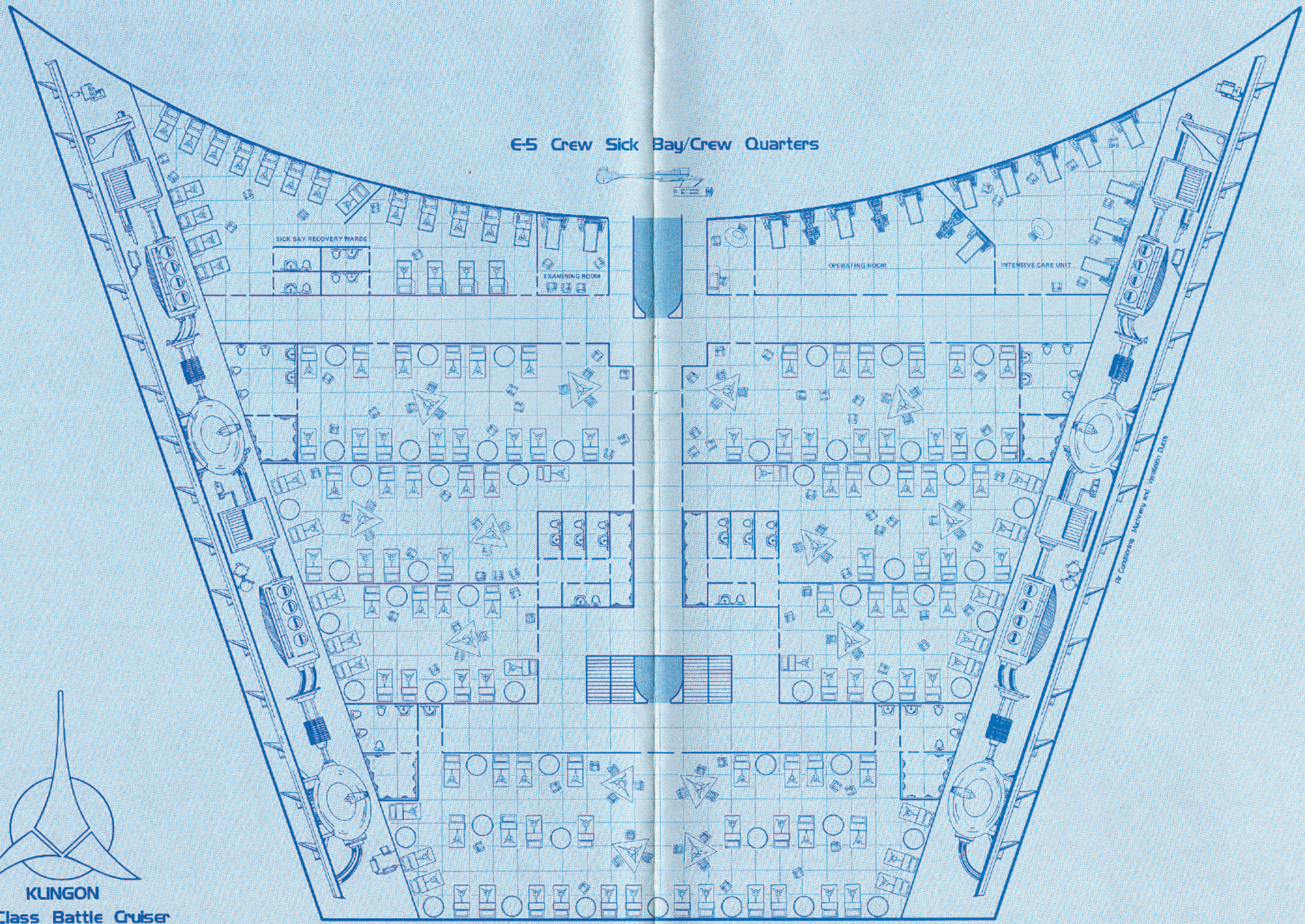
E-5 Crew Sick Bay/Crew Quarters



KLINGON

D-7 Class Battle Cruiser

Sheet 1 of 6 Side B

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D-6 Main Deck » Aft

ACCESS BOOM ENGINES

BATTERIES

SHIPS EMERGENCY COMPUTERS

SHIPS MESS

2ND CLASS EMERGENCY BRIDGE

SHIPS MESS

FUEL PROCESSING AND STORAGE

FUEL PROCESSING AND STORAGE

KLINGON

D-7 Class Battle Cruiser

Sheet 2 of 6 Side B

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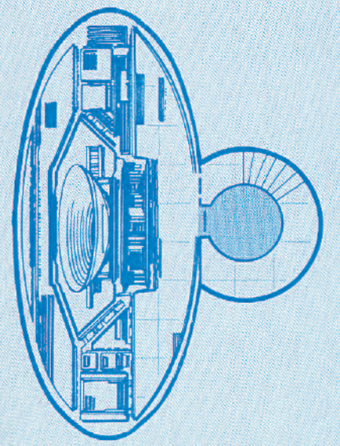
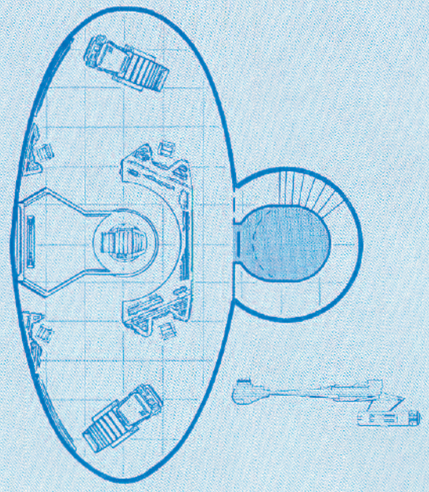
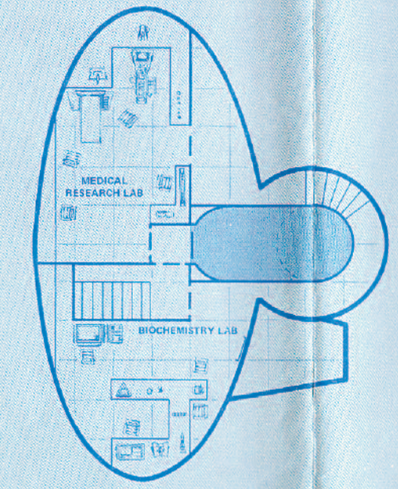


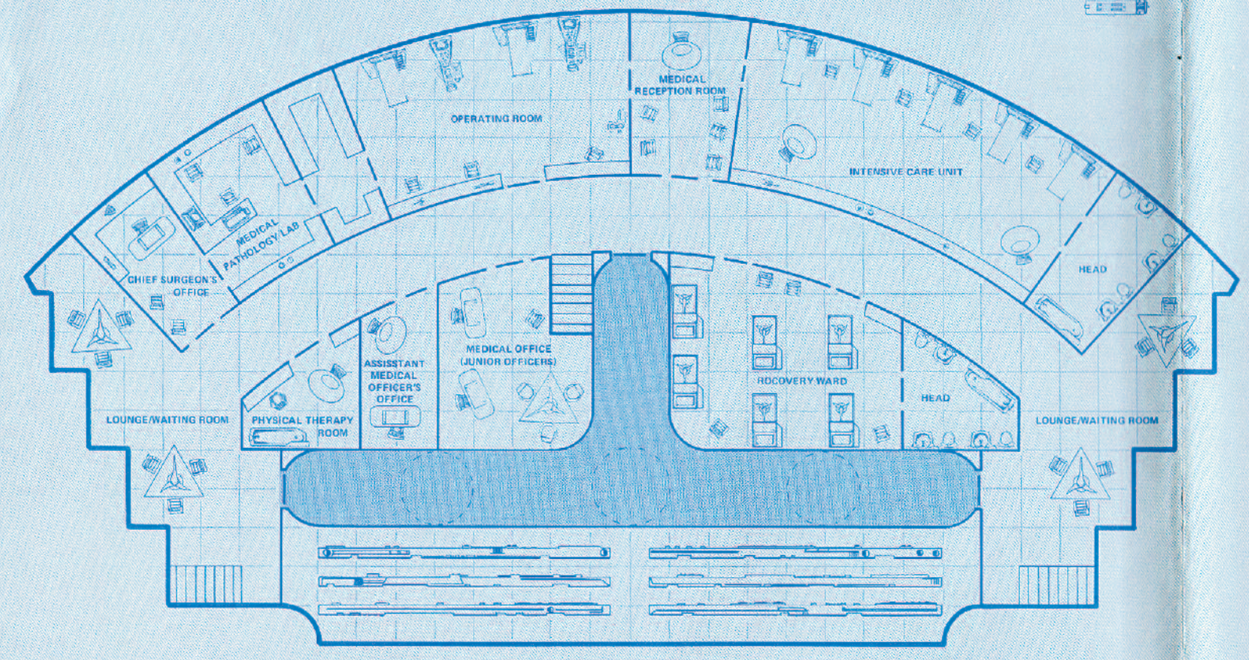
D-0 Secondary Sensors



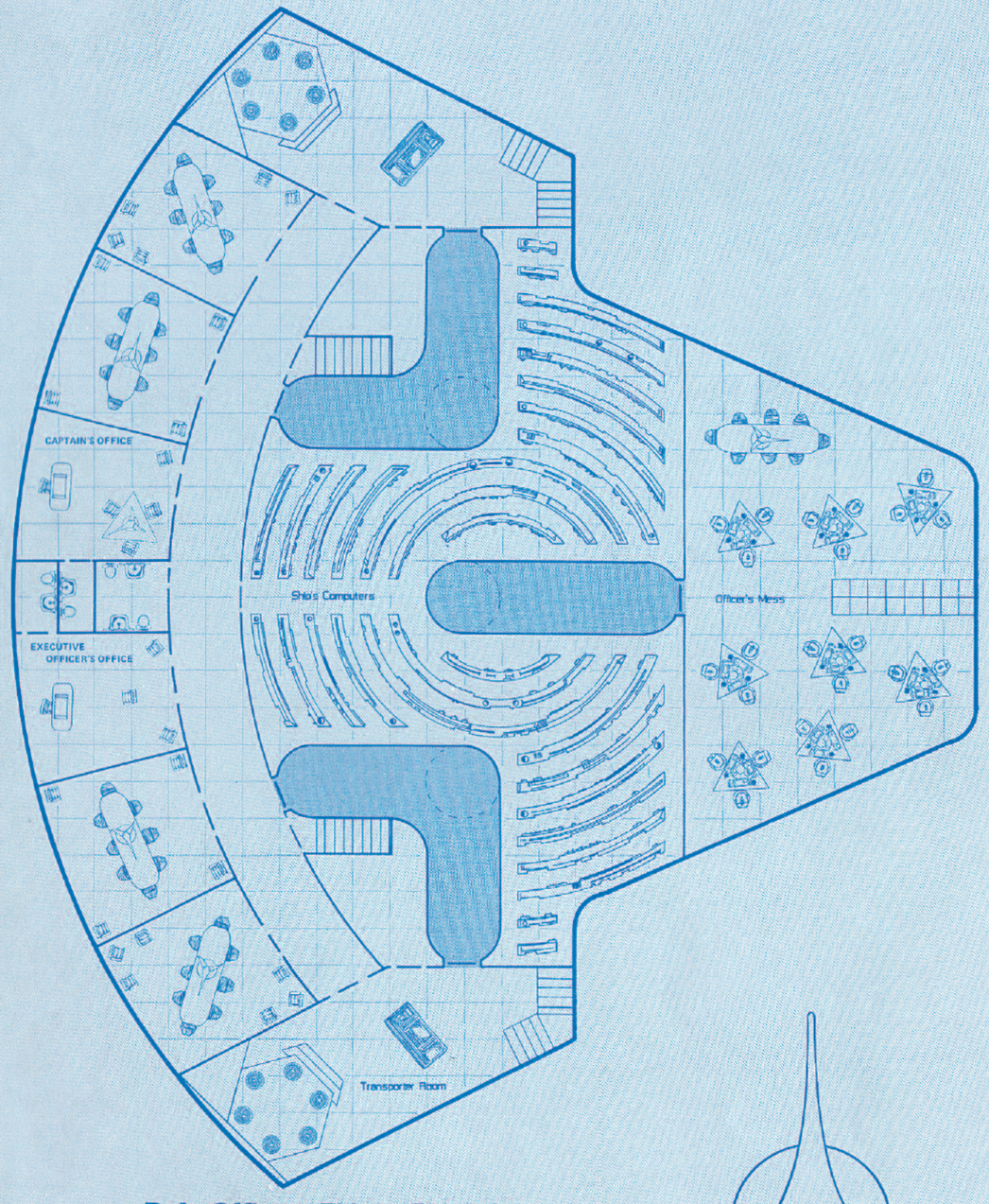
D-1 Bridge



D-2 Medical Labs



D-3 Officers' Sick Bay



D-4 Offices Ships Computer

KLINGON

D-7 Class Battle Cruiser

Sheet 3 of 6 Side A

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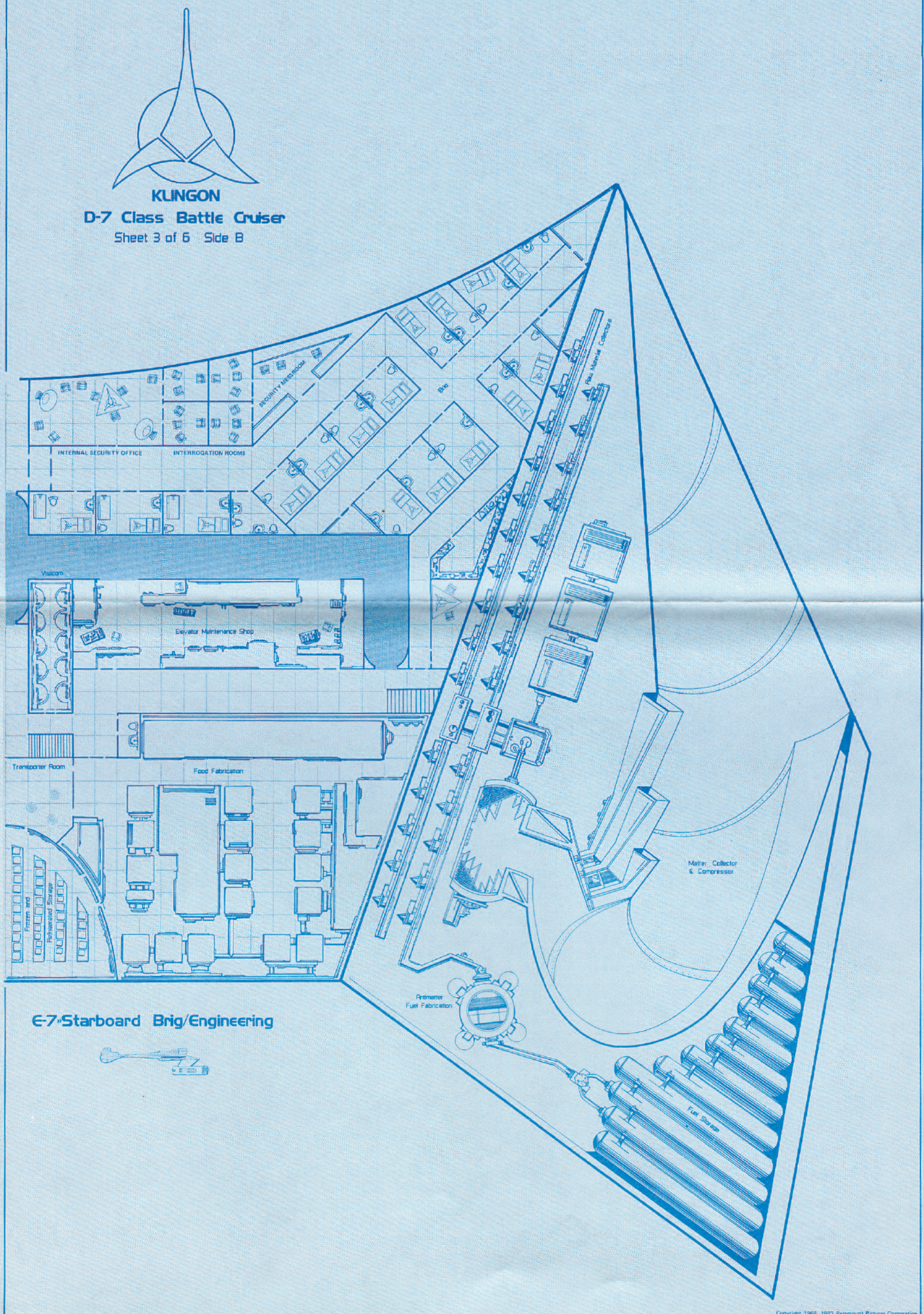

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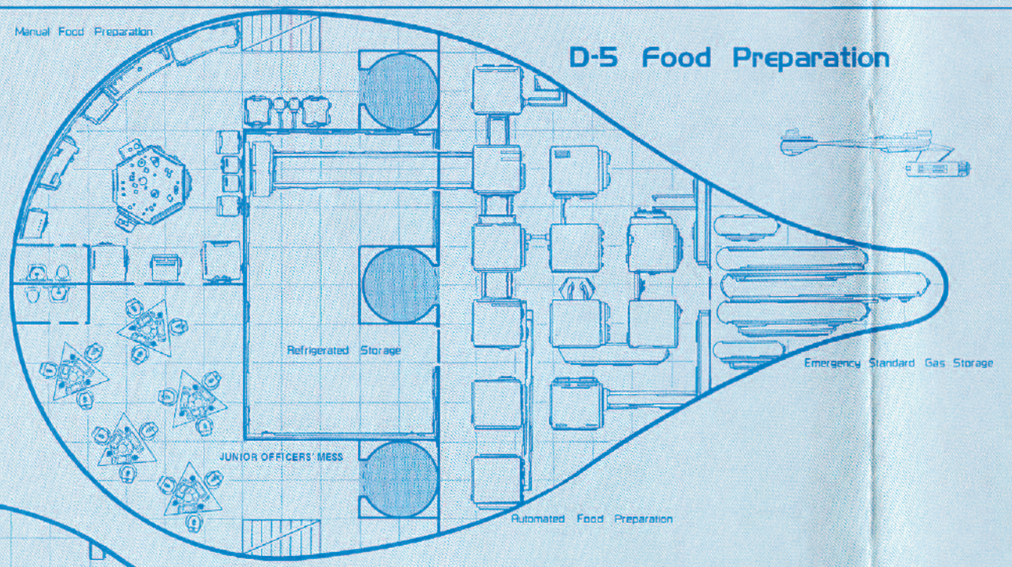
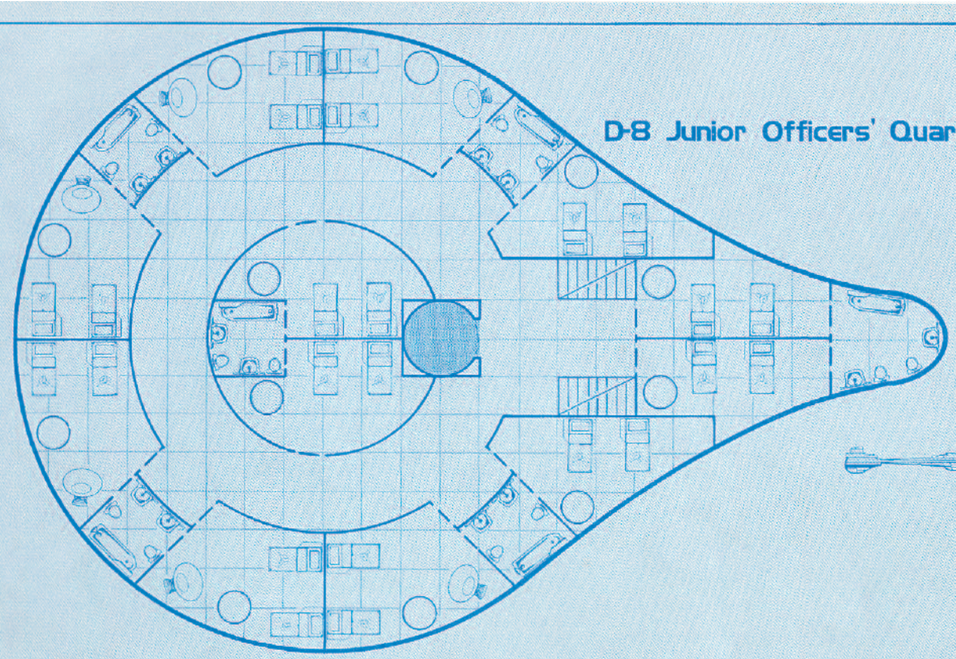
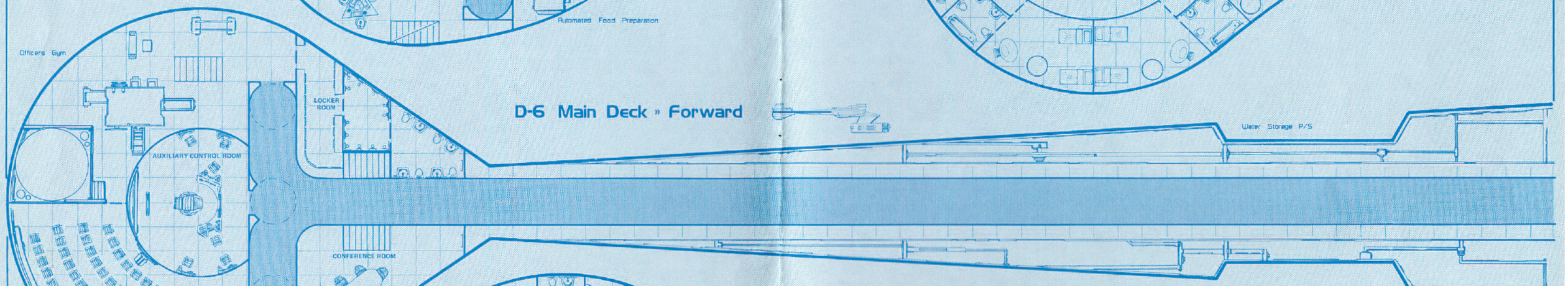
D-5 Food Preparation



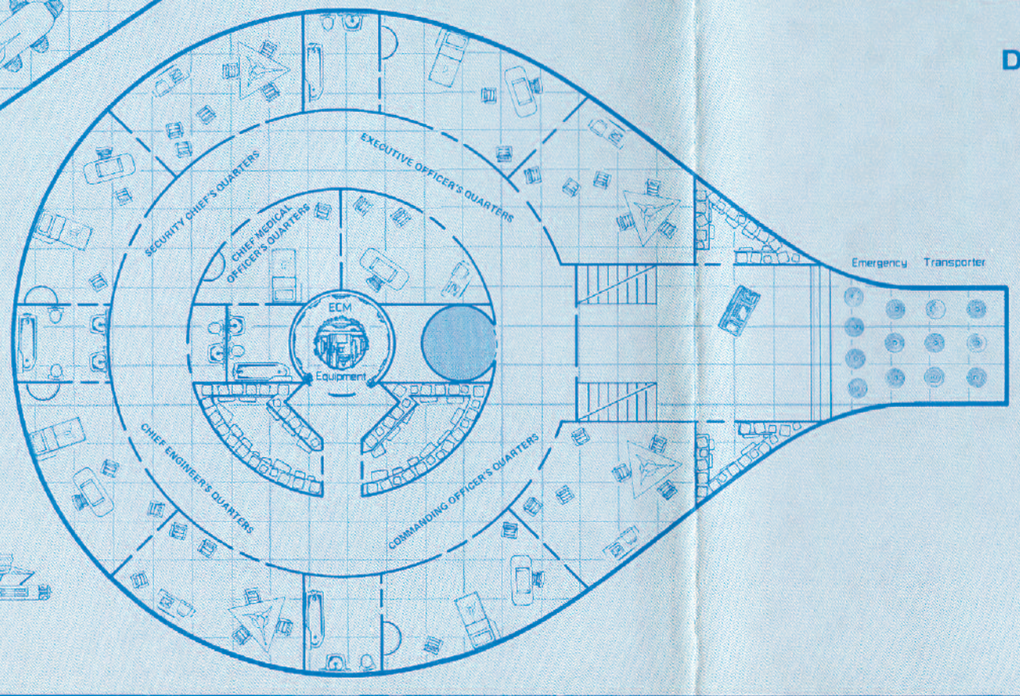
D-8 Junior Officers' Quarters



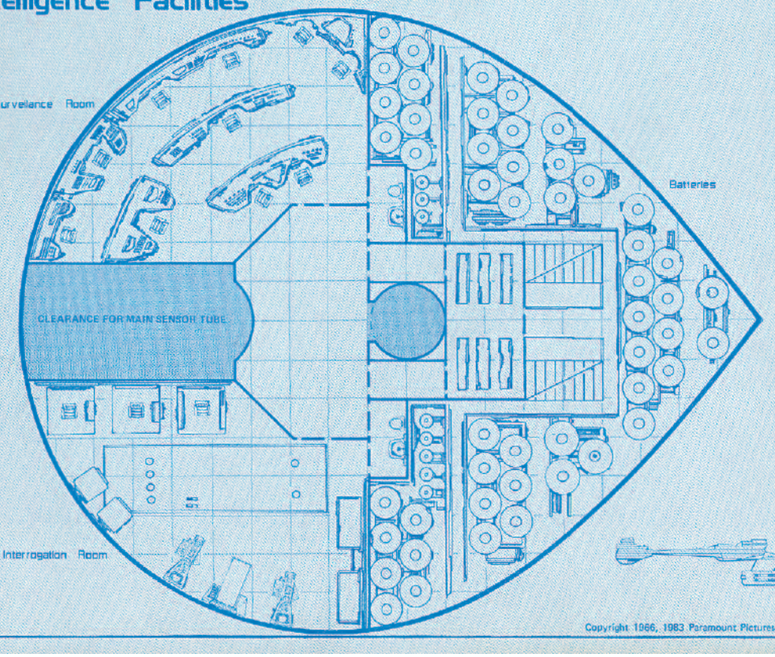
D-6 Main Deck » Forward



D-7 Senior Officers' Quarters



D-9 Intelligence Facilities



KLINGON

D-7 Class Battle Cruiser

Sheet 4 of 6 Side A

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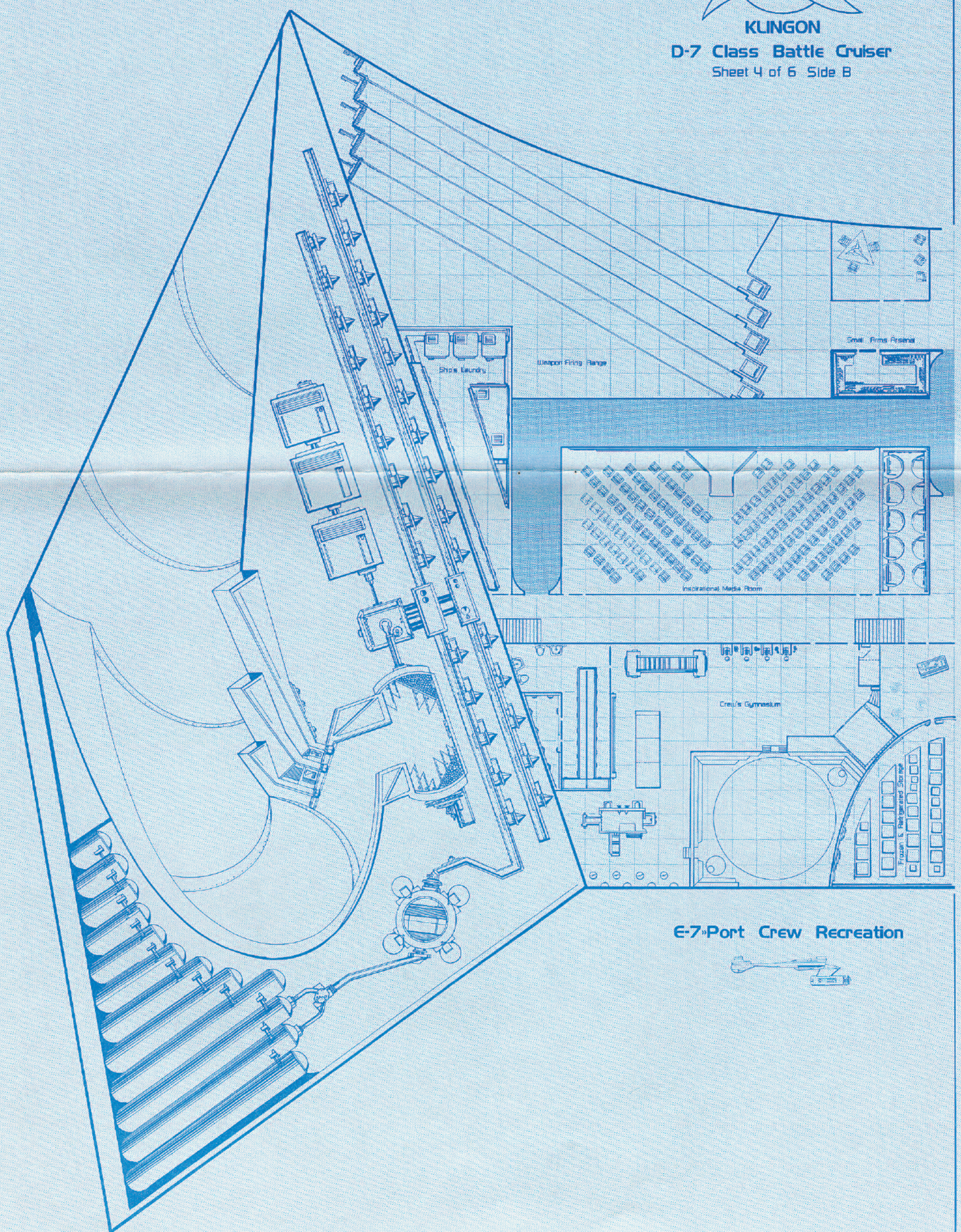
KLINGON

D-7 Class Battle Cruiser

Sheet 4 of 6 Side B



E-7 Port Crew Recreation

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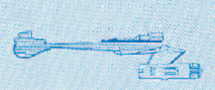
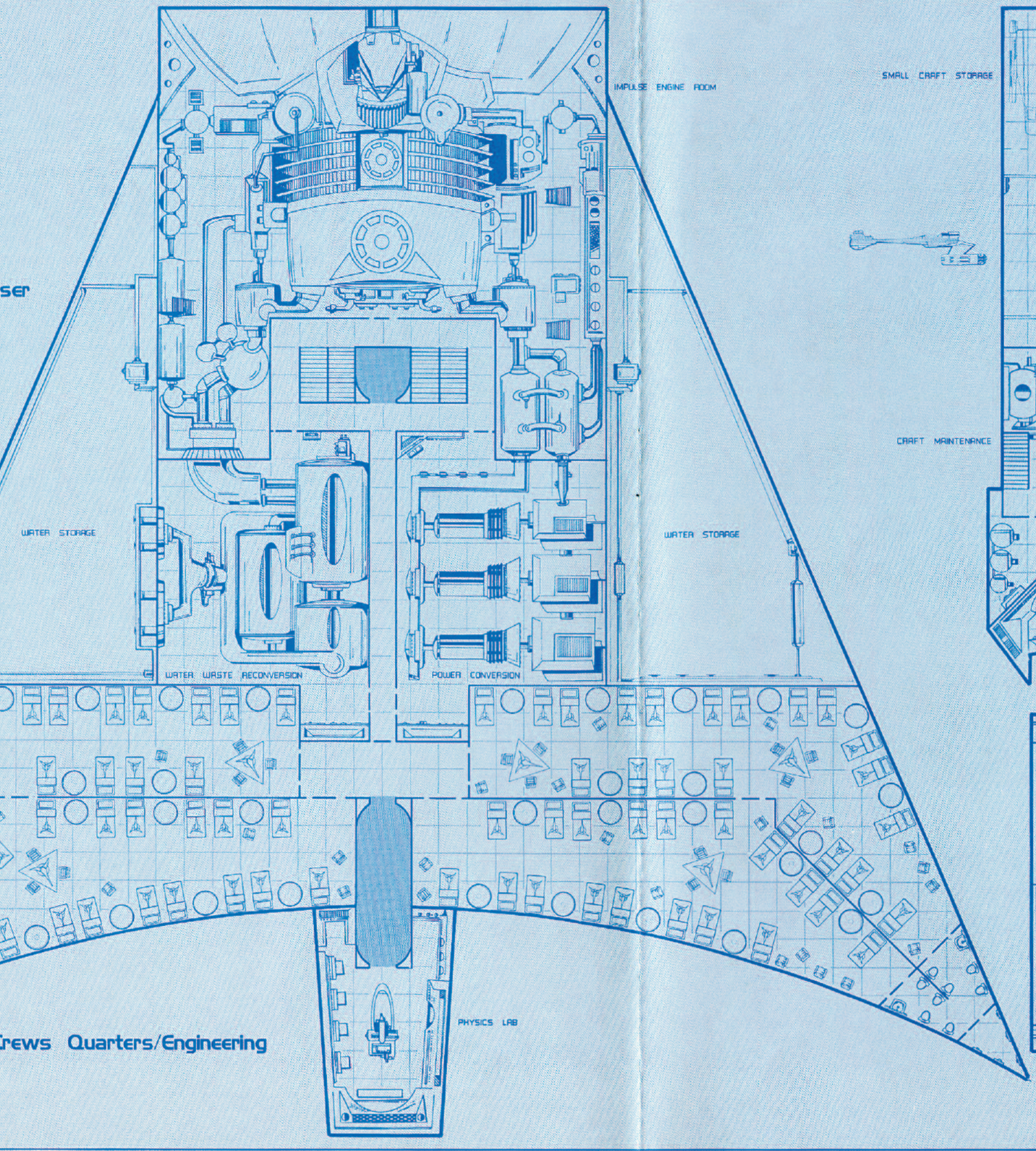
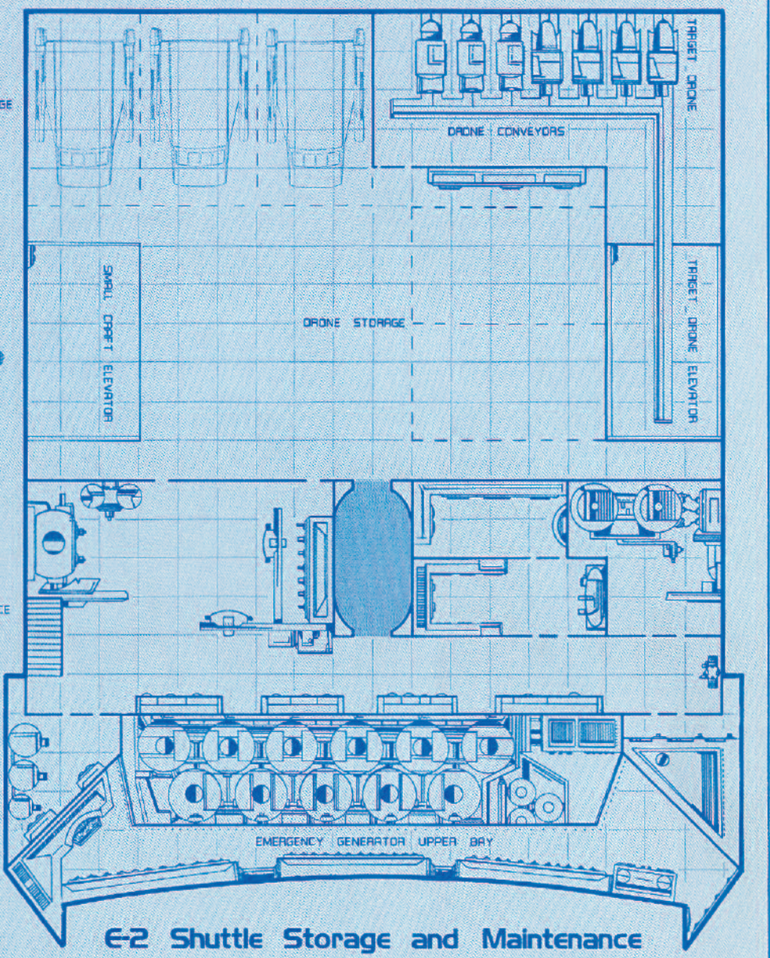
D-7 Class Battle Cruiser

Sheet 5 of 6 Side A

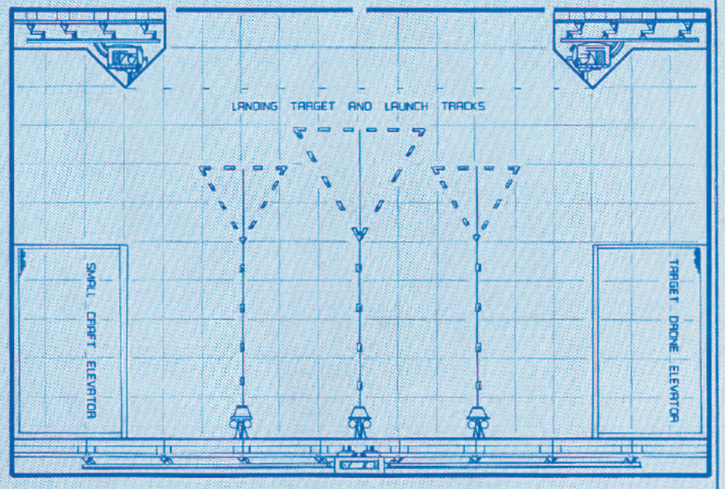




E-4 Crews Quarters/Engineering



E-2 Shuttle Storage and Maintenance



E-0 Hangar Deck

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E-8 Fabrication Transporters

SANITARY WASTE RECOVERY

Metallic Fabrication

Materials Reclamation

Organic Fabrication

Raw Material Storage

STAGING AREAS

Miscellaneous Fabrication

Main Transporters

SMALL ARMS ARSENAL

LARGE ARMS ARSENAL

KLINGON

D-7 Class Battle Cruiser

Sheet 5 of 6 Side B

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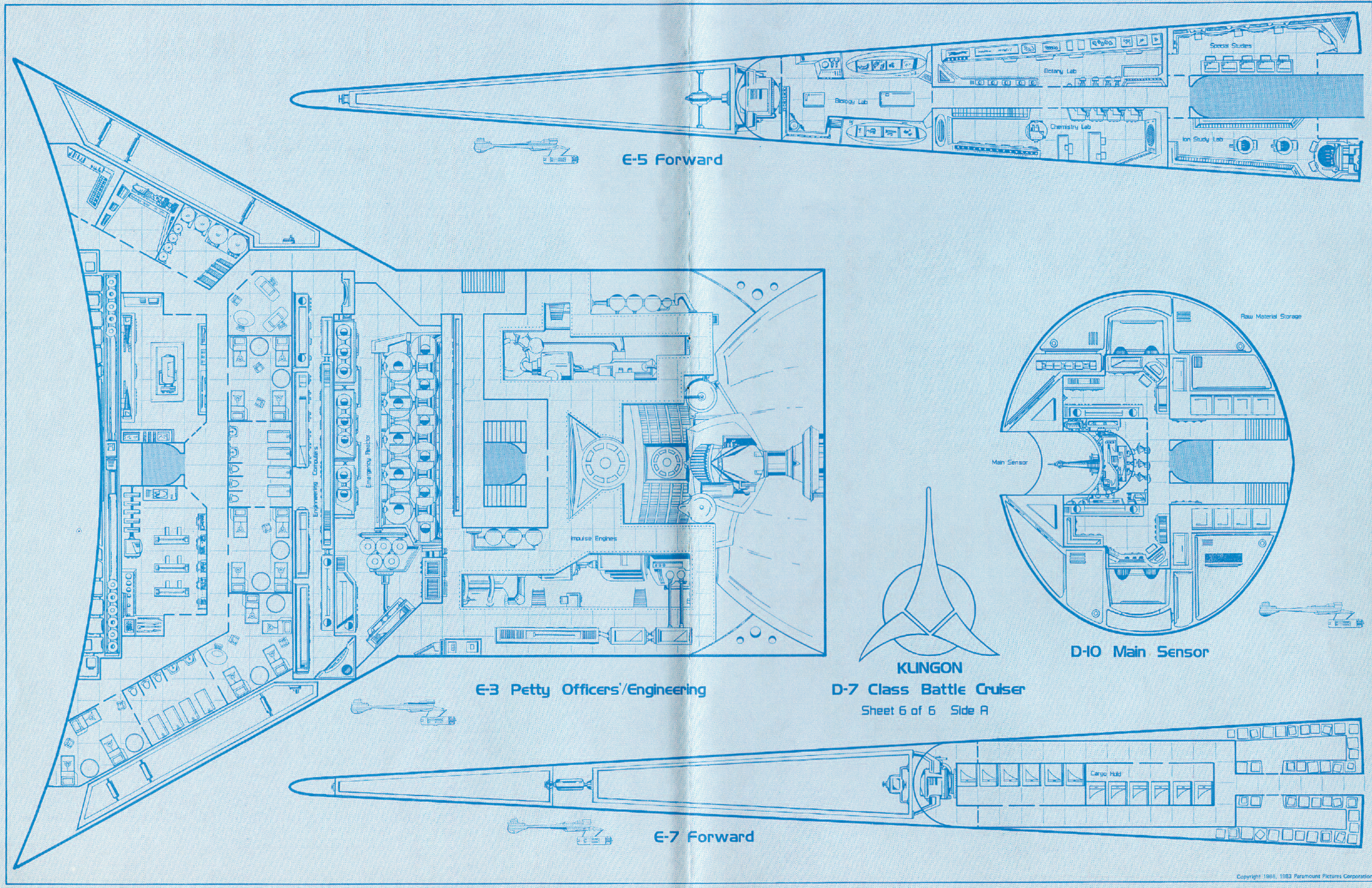

E-5 Forward

D-10 Main Sensor

E-3 Petty Officers'/Engineering

KLINGON
D-7 Class Battle Cruiser

Sheet 6 of 6 Side A

E-7 Forward

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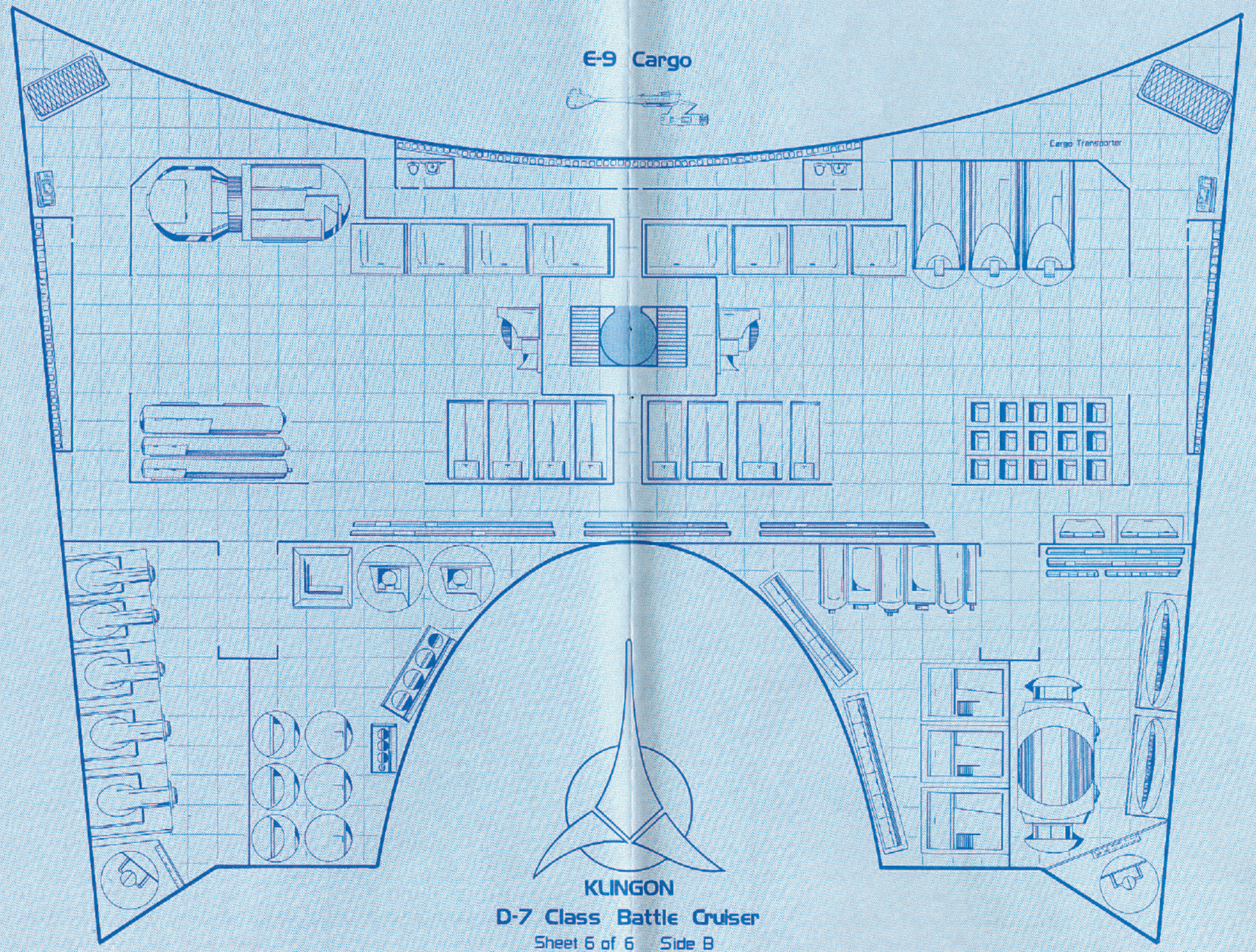
E-9 Cargo



KLINGON

D-7 Class Battle Cruiser

Sheet 6 of 6 Side B

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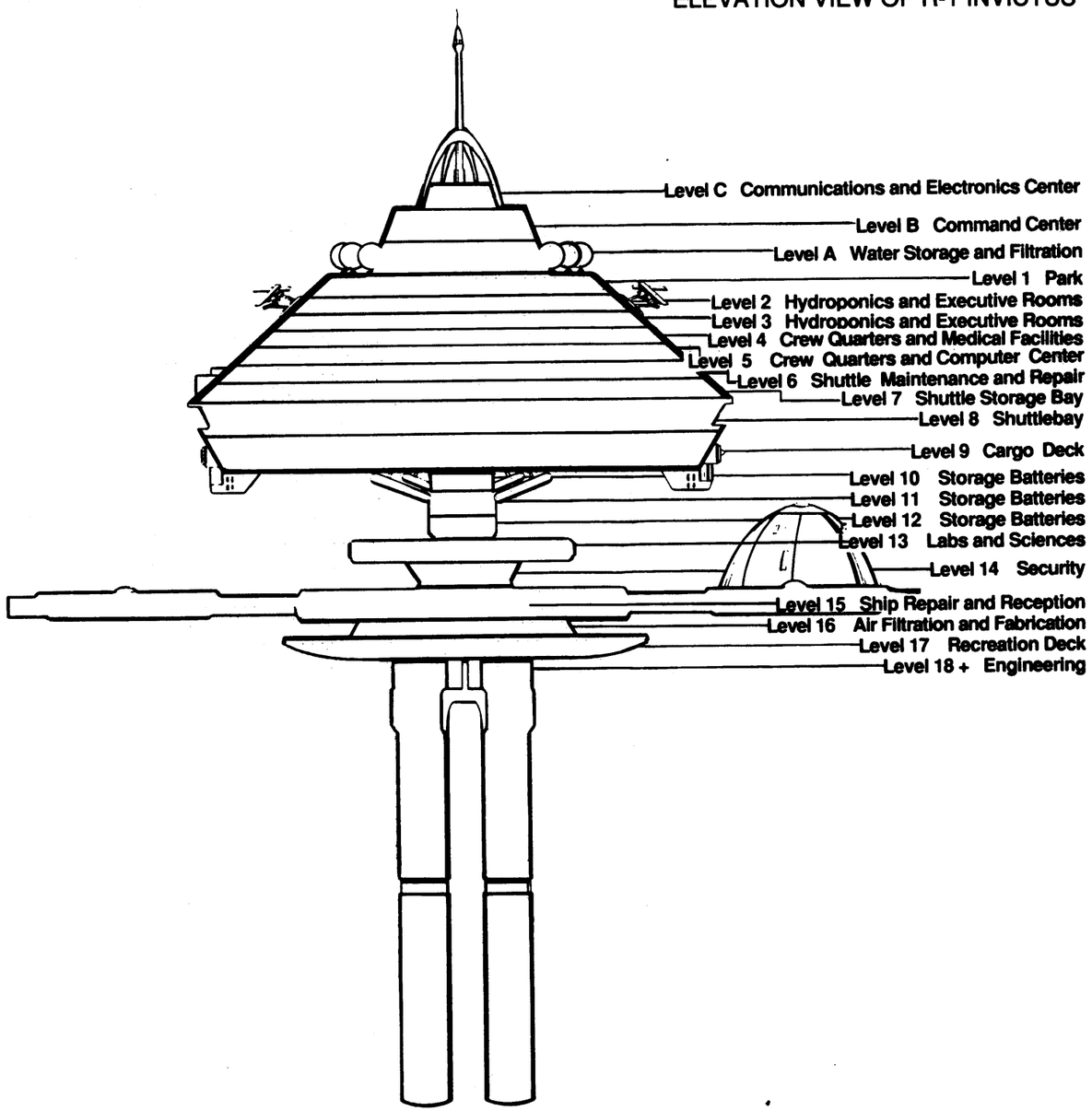
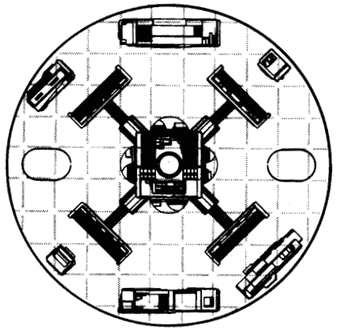
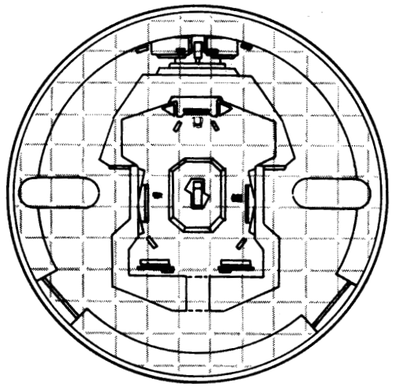
ELEVATION VIEW OF R-1 INVICTUS


Level C Communications and Electronics Center
Level B Command Center
Level A Water Storage and Filtration
Level 1 Park
Level 2 Hydroponics and Executive Rooms
Level 3 Hydroponics and Executive Rooms
Level 4 Crew Quarters and Medical Facilities
Level 5 Crew Quarters and Computer Center
Level 6 Shuttle Maintenance and Repair
Level 7 Shuttle Storage Bay
Level 8 Shuttlebay
Level 9 Cargo Deck
Level 10 Storage Batteries
Level 11 Storage Batteries
Level 12 Storage Batteries
Level 13 Labs and Sciences
Level 14 Security
Level 15 Ship Repair and Reception
Level 16 Air Filtration and Fabrication
Level 17 Recreation Deck
Level 18 + Engineering

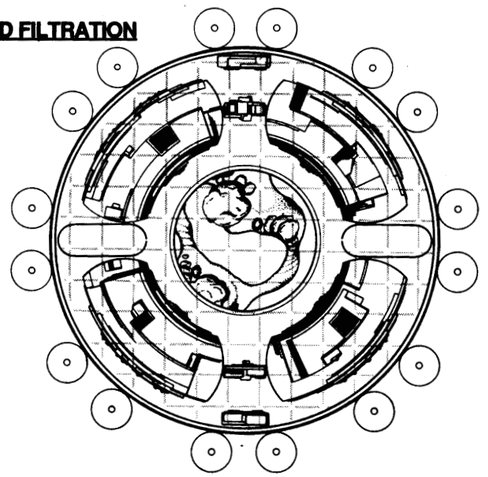
LEVEL C: COMMUNICATIONS AND ELECTRONICS CENTER





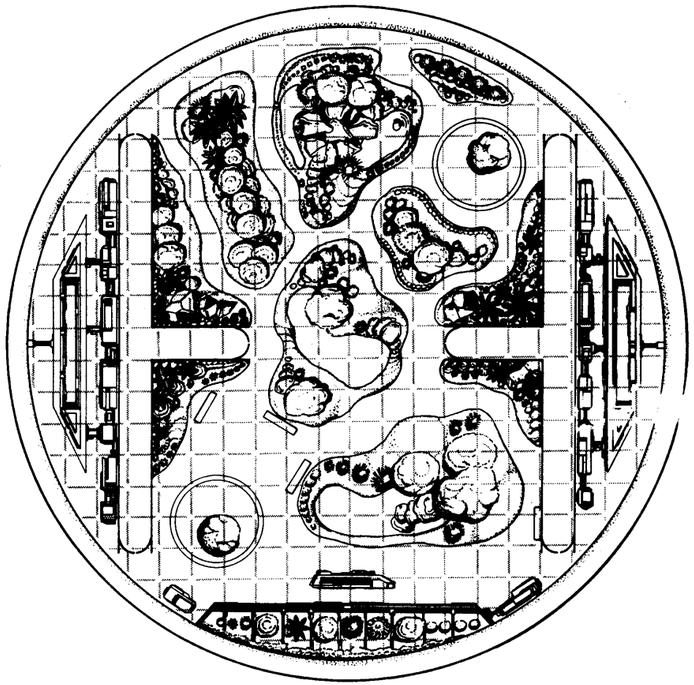
LEVEL B: COMMAND CENTER

LEVEL A : WATER STORAGE AND FILTRATION

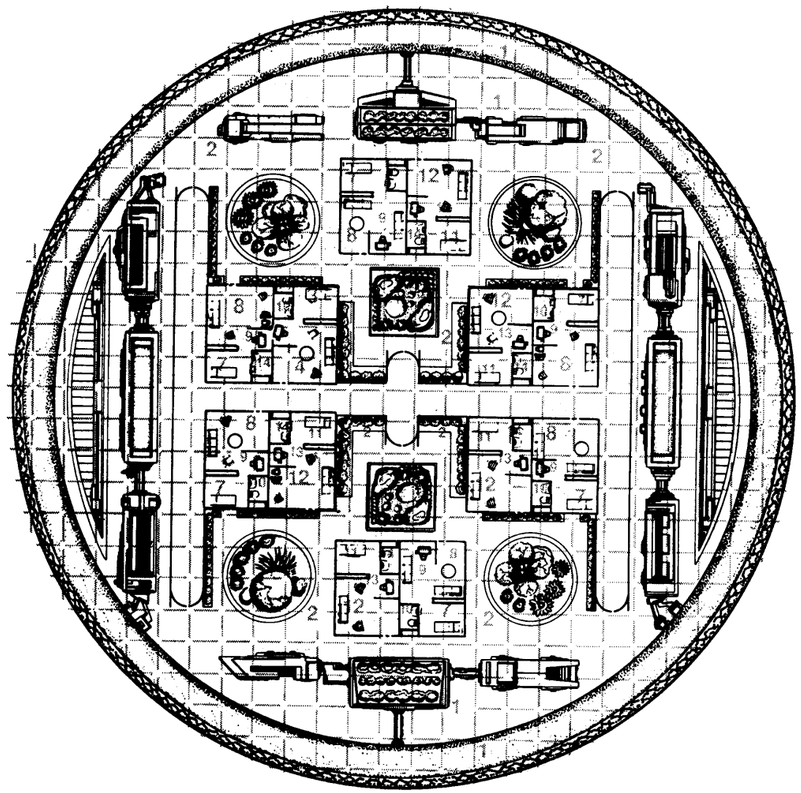


Scale: 1 square = 3 meters

LEVEL 1 : PARK

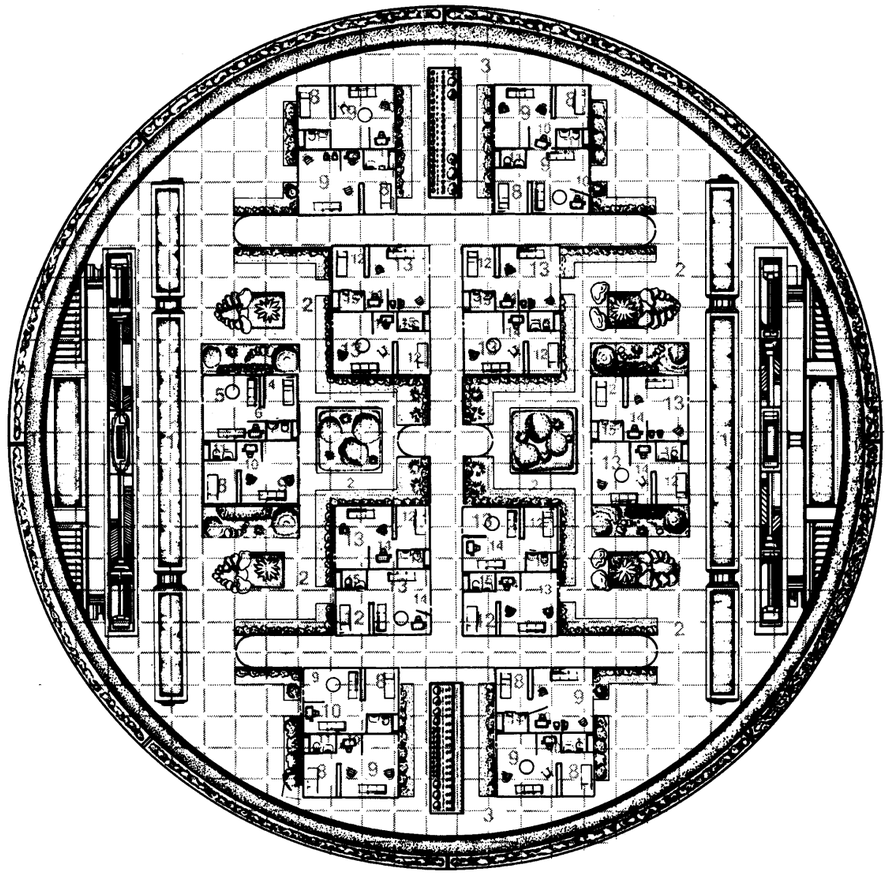


LEVEL 2: HYDROPONICS AND EXECUTIVE ROOMS

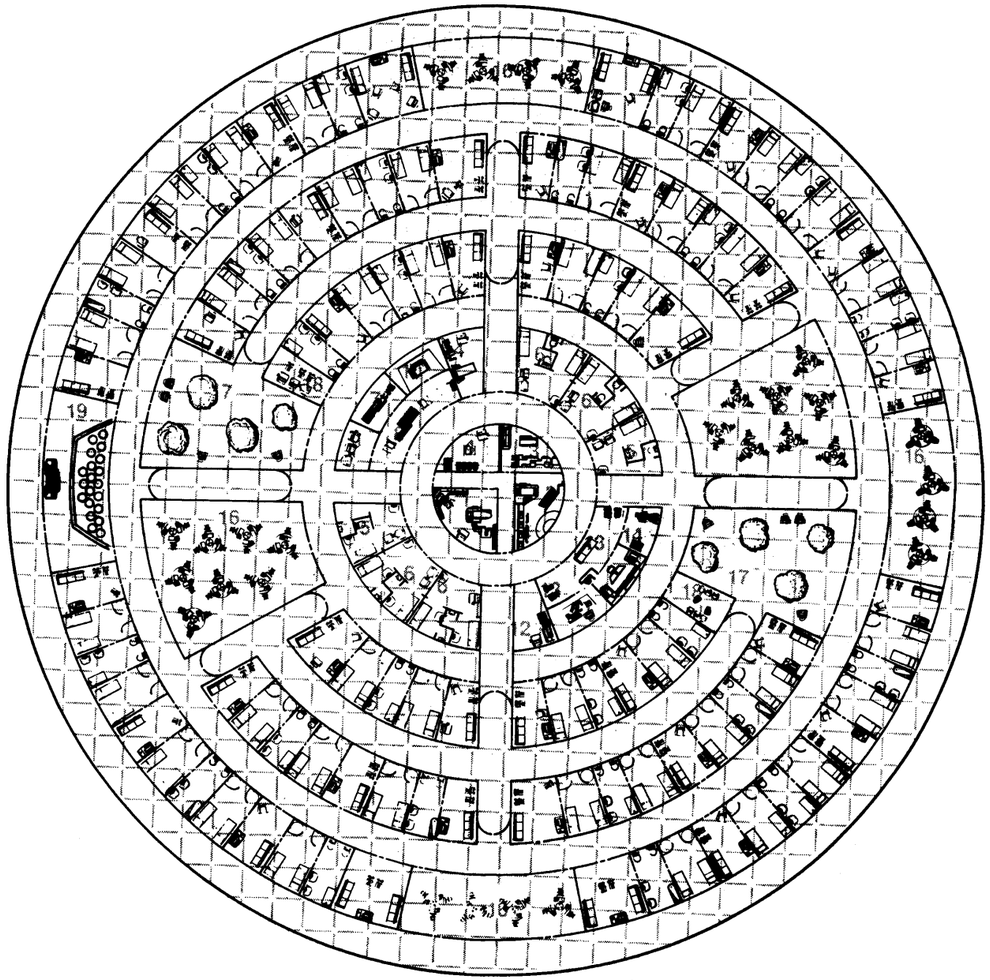


Scale: 1 square = 3 meters

LEVEL 3: HYDROPONICS AND EXECUTIVE ROOMS

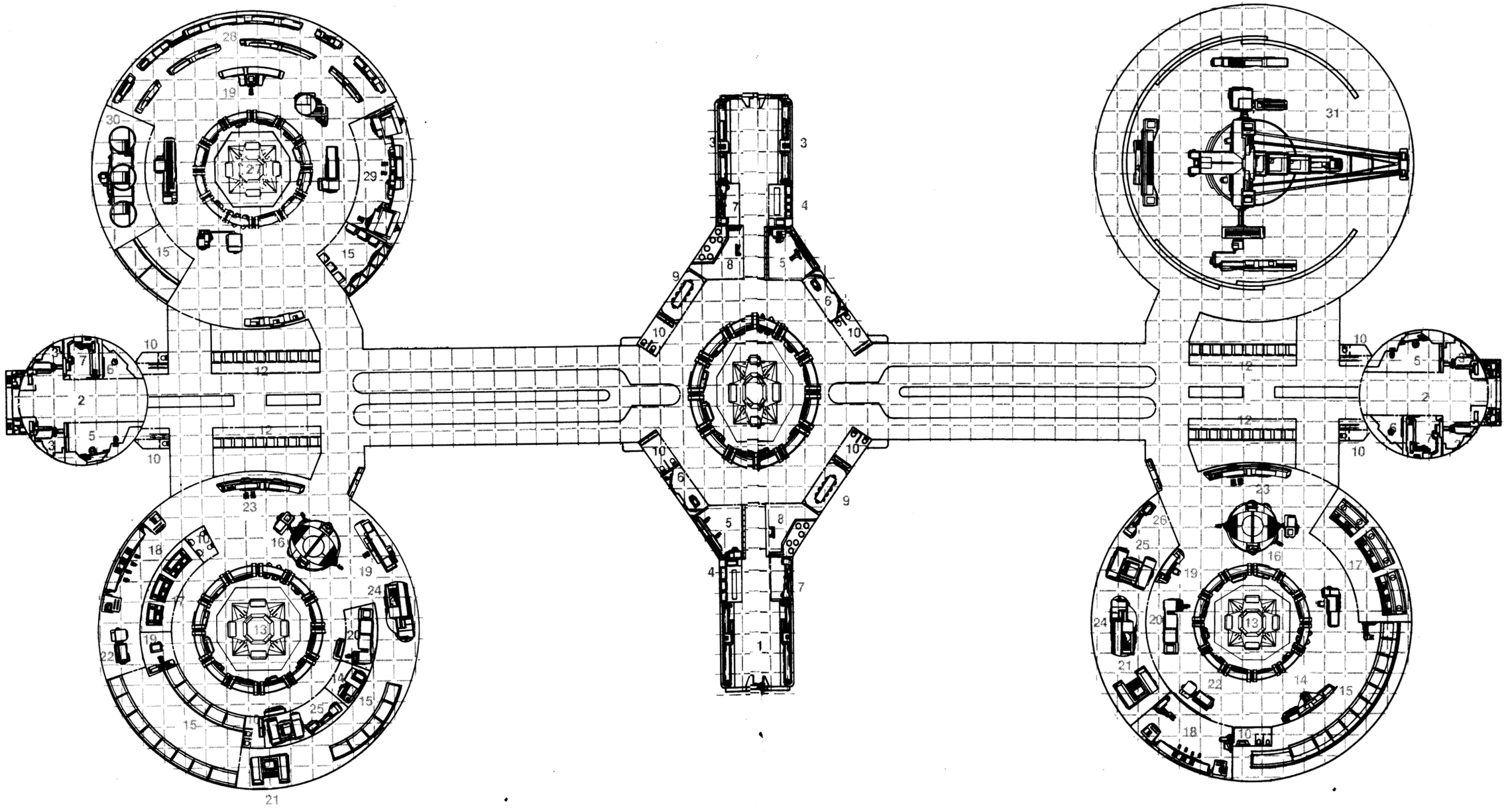


LEVEL 4: CREW QUARTERS AND MEDICAL FACILITIES



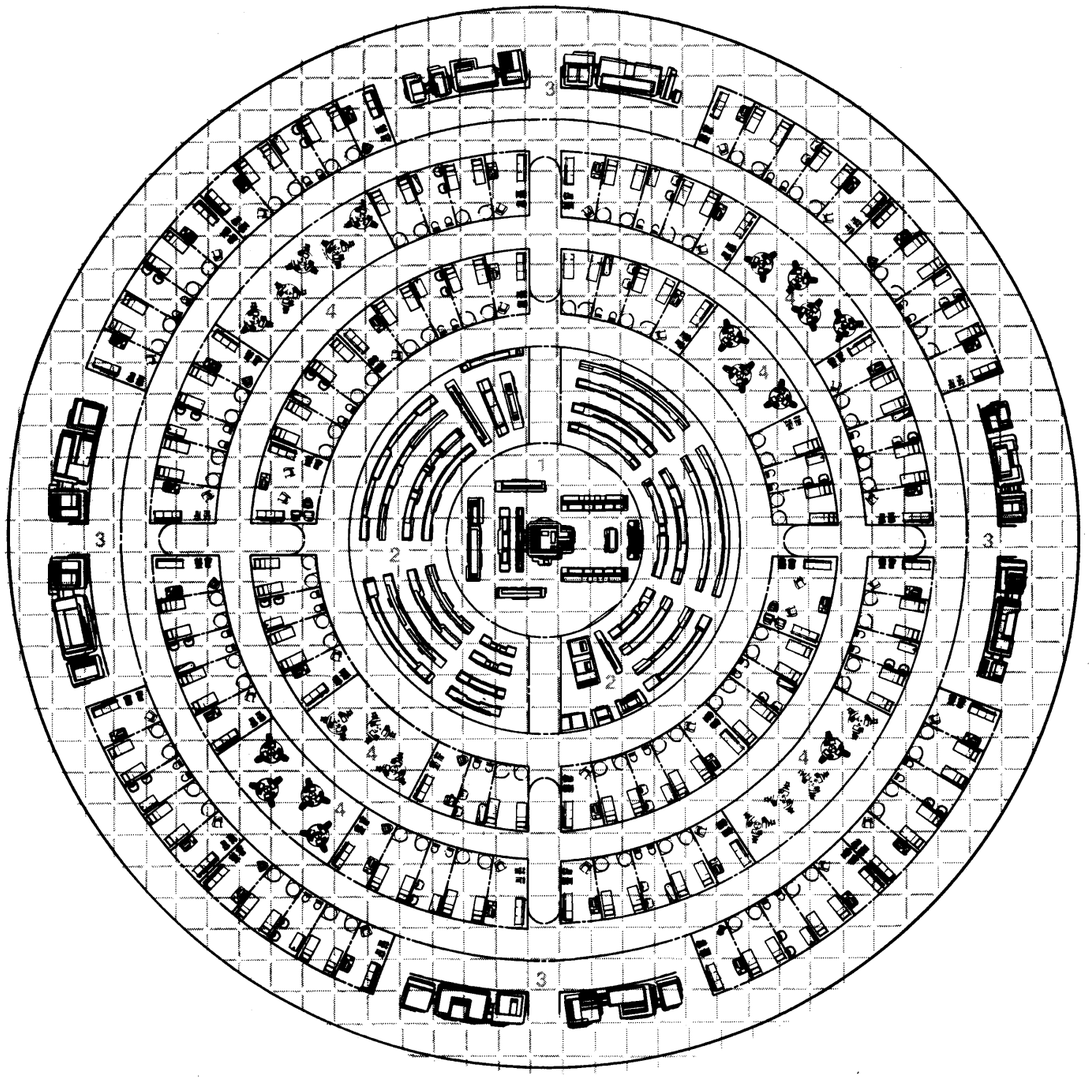
Scale: 1 square = 3 meters

LEVEL 15: SHIP REPAIRS AND RECEPTION

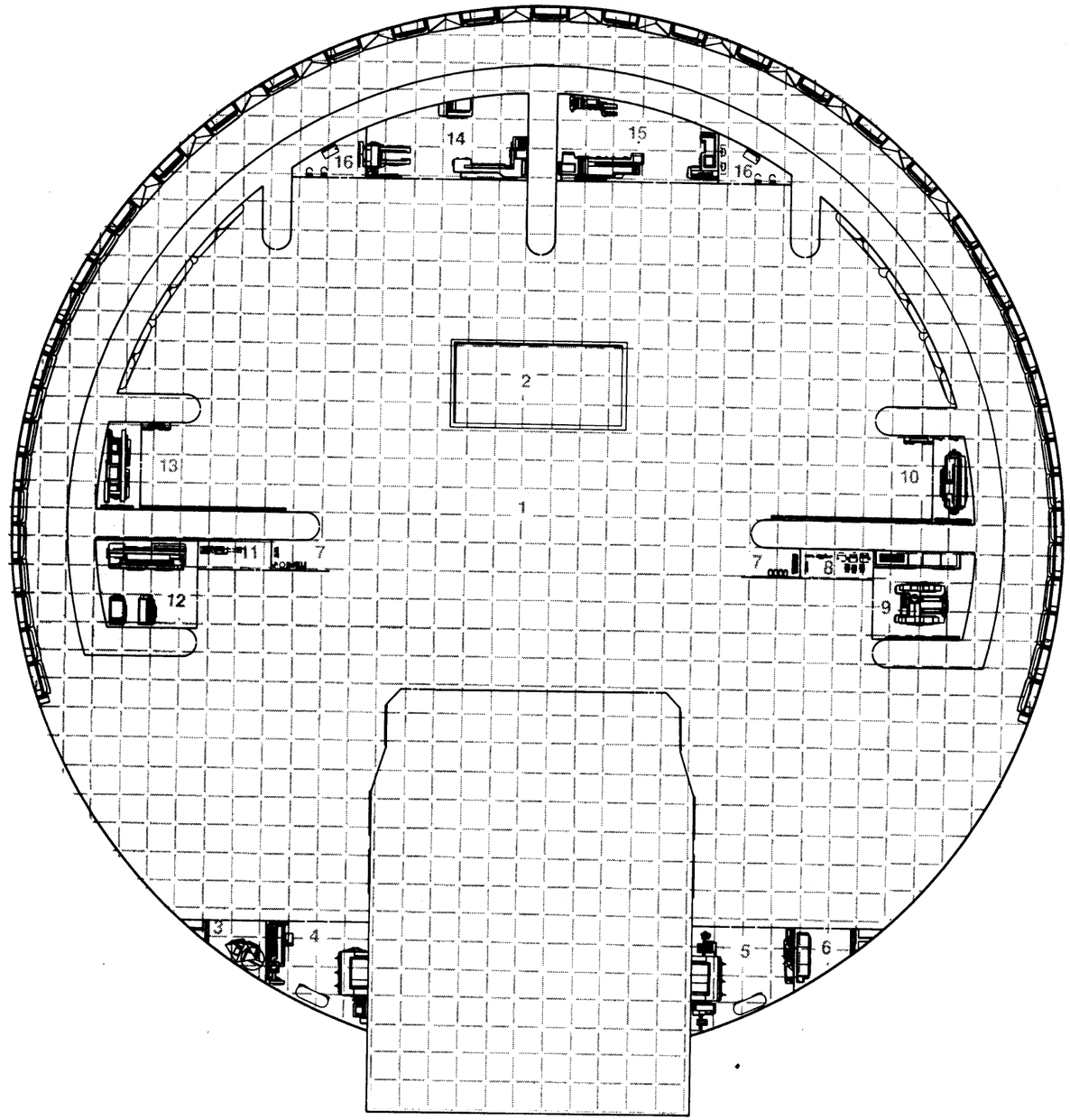


Scale: 1 square = 3 meters

LEVEL 5: CREW QUARTERS AND COMPUTER CENTER

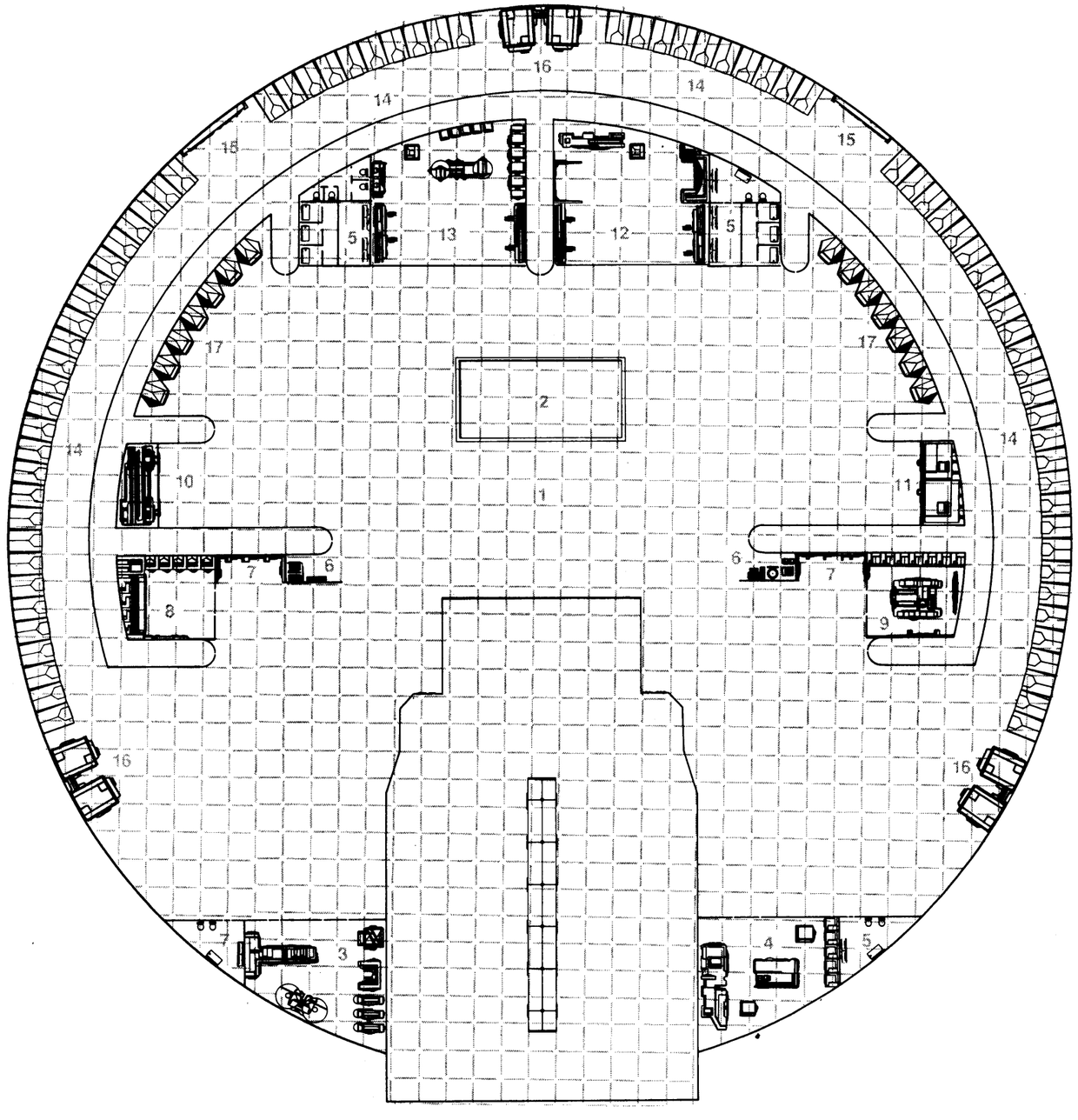


LEVEL 6: SHUTTLECRAFT MAINTENANCE AND REPAIR DECK

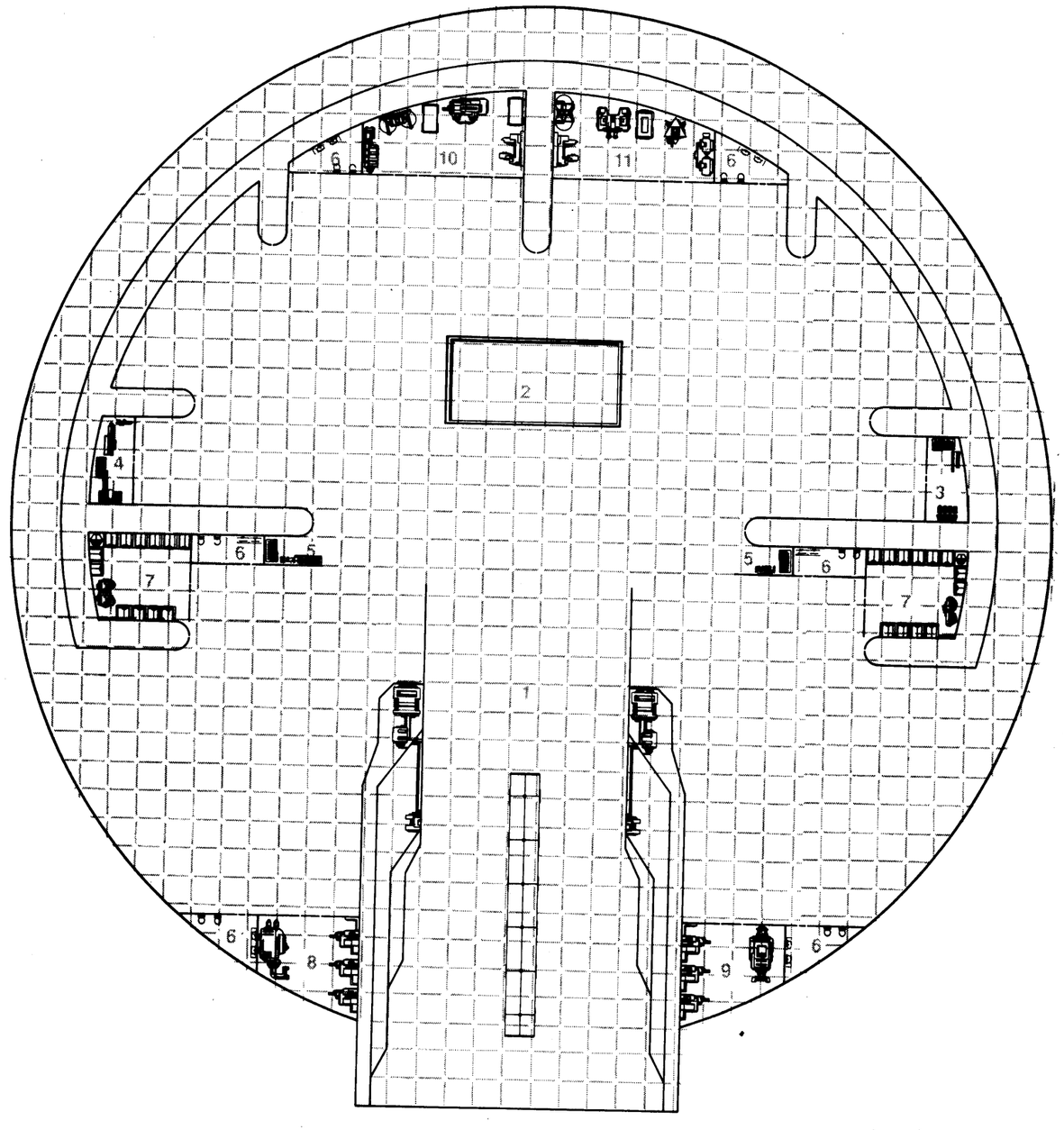


Scale: 1 square = 3 meters

LEVEL 7: SHUTTLECRAFT STORAGE BAY

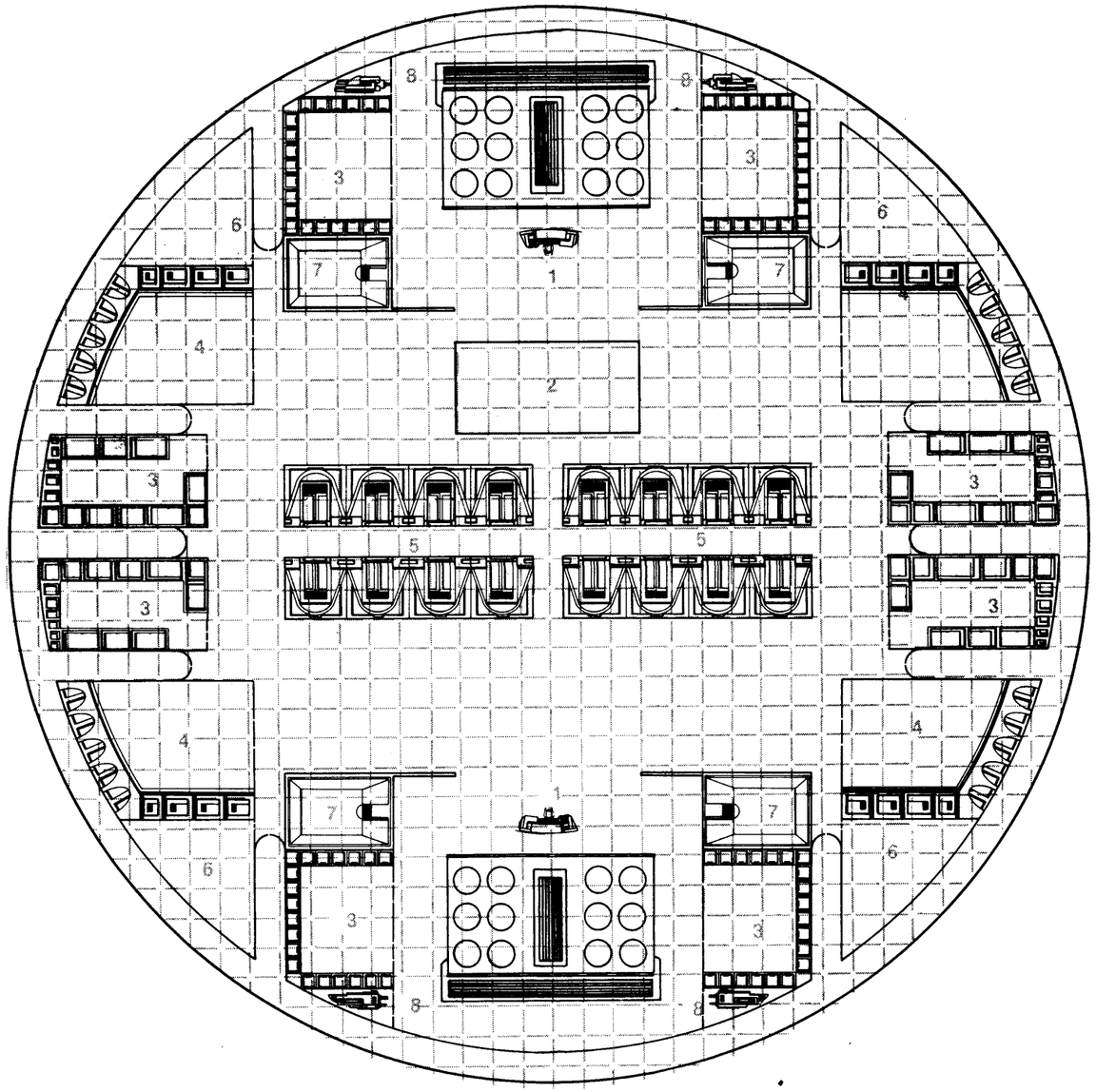


LEVEL 8: SHUTTLEBAY

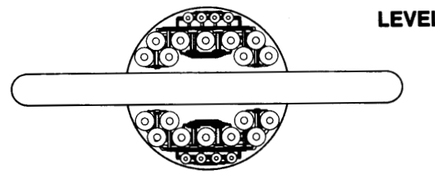


Scale: 1 square = 3 meters

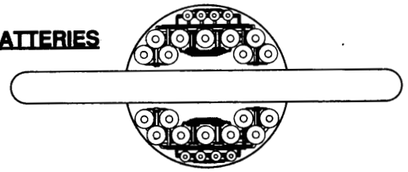
LEVEL 9: CARGO DECK



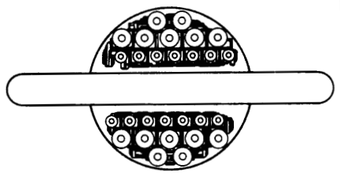
LEVEL 10: EMERGENCY BATTERIES



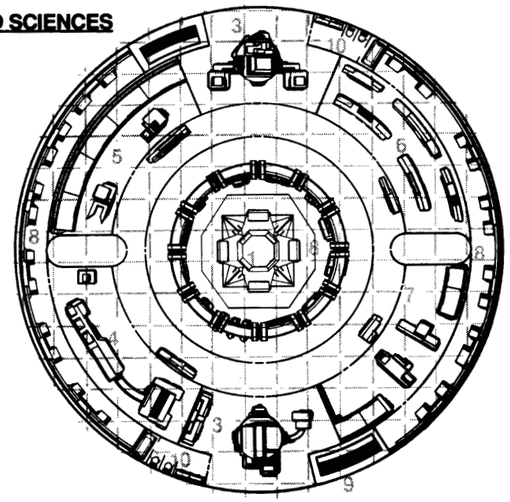
LEVEL 11: EMERGENCY BATTERIES



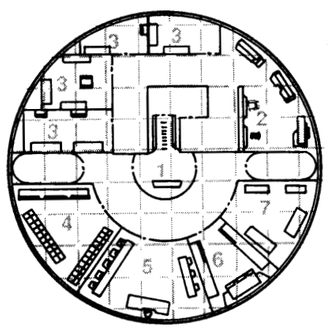
LEVEL 12: EMERGENCY BATTERIES



LEVEL 13: LABS AND SCIENCES

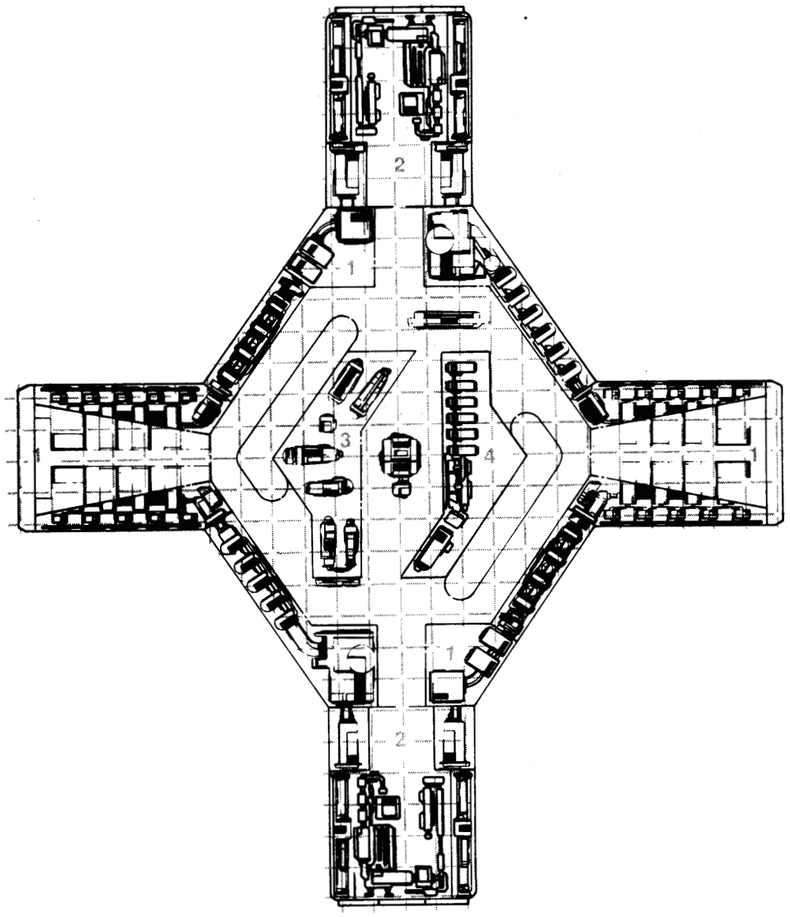


LEVEL 14: SECURITY

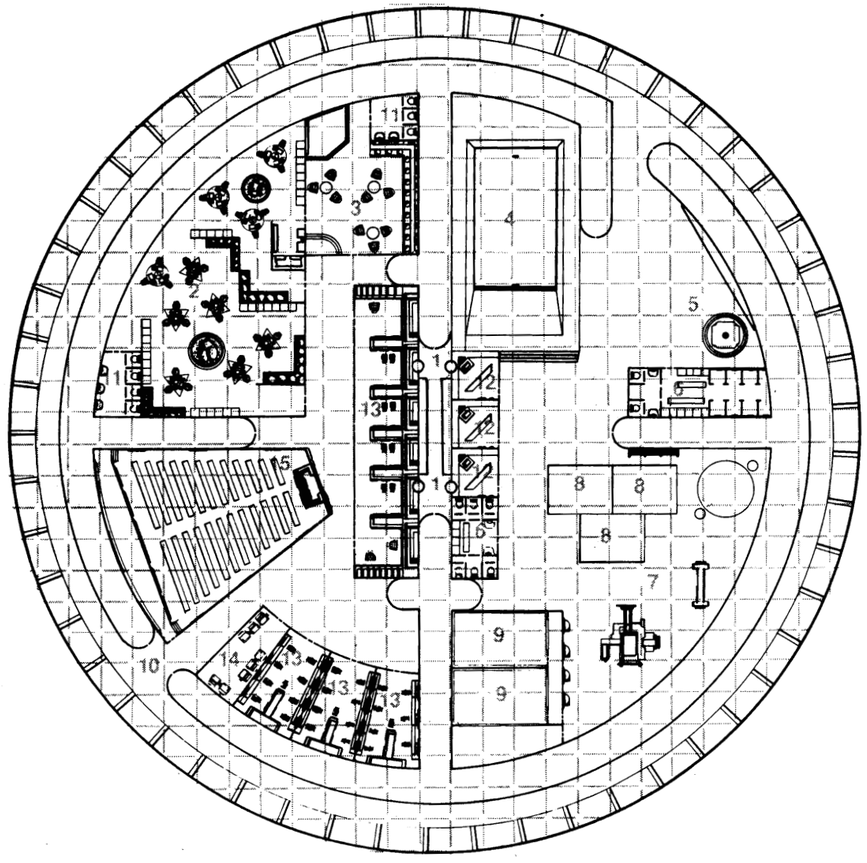


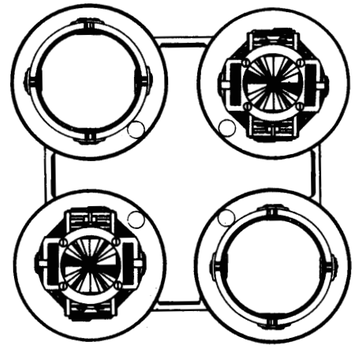
Scale: 1 square = 3 meters

LEVEL 16: AIR FILTRATION AND FABRICATION



LEVEL 17: RECREATION





LEVELS 18 +: ENGINEERING

Scale: 1 square = 3 meters